



# ゴブリンスレイヤー

G O B L I N S L A Y E R !

He does not let anyone roll the dice.

TRPG

川人忠明と  
グループSNE

原作 蝸牛くも  
監修 安田 均

イラスト

カバー 神奈月昇

挿絵 神奈月昇／珂式之ニカ

GA文庫









Cut here ✂

Name	Race	Age	Gender	History
Rank	Physical Traits		Hair ( ) Eyes ( )	

Primary Ability Scores	Secondary Ability Scores		
	Focus	Endurance	Reflex
Strength	Strength Focus	Strength Endurance	Strength Reflex
Psyche	Psyche Focus	Psyche Endurance	Psyche Reflex
Technique	Technique Focus	Technique Endurance	Technique Reflex
Intelligence	Intelligence Focus	Intelligence Endurance	Intelligence Reflex

<b>Experience Points</b> Cumulative Points Current Points <b>Adventures/Completed</b>	<b>Advancement Points</b> <div></div>	<b>Status</b> Life Force $\nearrow$ 2x Life Force Movement Speed	<b>Spell Uses</b> <div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <b>Base Spell Resistance</b> Psyche Reflex + Adventurer Level + Spell Resistance	<b>Wounds</b> <div></div>
--	--	--	---	------------------------------

Adventurer Level	
Classes	Levels
Fighter	
Monk	
Ranger	
Scout	
Sorcerer	
Priest	
Dragon Priest	
Shaman	

 Fatigue	EX	Rank	Penalty
 ( )	5	Death.	
 ( )	4	Unconscious. -4 to all checks. Life force & movement speed halved.	
 ( )	3	-3 to all checks. Life force & movement speed halved.	
 ( )	2	-2 to all checks. Movement speed halved.	
 ( )	1	-1 to all checks.	

**Attrition Track**

5 10 15 20 25 30 35 40

[illegible]

General Skills	Mastery	Grade	Effect	Page
	/	/		( )
	/	/		( )
	/	/		( )



# GOBLIN SLAYER TRPG Character Sheet

✂ Cut here

## Spells

Base Basic Score Class Level Skills, Etc. Total

Spell Use Intelligence Focus ☐ Sorcerer ( )

Score Psyche Focus + ☐ Priest ( ) ☐ Dragon Priest ( ) ☐ Shaman ( ) + =

Learned Spell Name	Spell System	Type (Attribute)	Difficulty	Effects	Page
/	/	/	/	/	( )
/	/	/	/	/	( )
/	/	/	/	/	( )
/	/	/	/	/	( )
/	/	/	/	/	( )
/	/	/	/	/	( )
/	/	/	/	/	( )

## Attacks

Base Basic Score Class Level Skills, Etc. Total

Hit Score ☐ Fighter ( ) ☐ Monk ( )

Technique Focus + ☐ Ranger ( ) ☐ Scout ( ) +

Melee

Throwing

Projectile

## Weapons

Weapon Name	Type	Unusual Attributes	Base Hit Score + Hit Modifier = Total Base Hit Score	Power + Class Level + Skills, Etc. = Total Power	Range	Effects
			+ =	+ + =		
			+ =	+ + =		
			+ =	+ + =		

## Defense

Base Basic Score Class Level Skills, Etc. Total

Dodge Score Technique Reflex + ☐ Fighter ( ) ☐ Monk ( ) ☐ Scout ( ) + =

## Armor

Armor Name	Type/Attribute	Base Dodge Score + Dodge Modifier = Total Base Dodge Score	Armor Score	Stealth	Movement Speed + Movement Modifier + Possession Movement Modifier = Total Movement	Effects
		+ =			+ + =	

Base Basic Score Class Level Skills, Etc. Total

Block Score Technique Reflex + ☐ Fighter ( ) ☐ Scout ( ) ☐ Other ( ) + =

## Shield

Shield Name	Type/Attribute	Base Block Score + Block Modifier = Total Base Block Score	Block Score + Armor Score = Total	Stealth	Effects
		+ =	+ =		

Damage Effectiveness Table

Effectiveness Score	14 and under	15-19	20-24	25-29	30-39	40 and above
Bonus Damage	none	+1d6	+2d6	+3d6	+4d6	+5d6

## Possessions

- Adventuring Tools  
(Rope, 10m; wedge x10; small hammer; tinderbox; backpack; water bag; portable rations; white chalk; small knife; torch x6)
- Rations (7 days)
- Clothing

◆ Money





# GOBLIN SLAYER TRPG

TADAAKI KAWAHITO  
GROUPSNE

ORIGINAL WORK BY  
KUMO KAGYU

SUPERVISION BY  
HITOSHI YASUDA

COVER ILLUSTRATION BY  
NOBORU KANNATUKI

INTERIOR ILLUSTRATION BY  
NOBORU KANNATUKI  
KANINO NIKA

  
NEW YORK



# GOBLIN SLAYER TRPG

## KUMO KAGYU

Translation by Alice Prowse ("Popo") ⇄ Cover art by Noboru Kannatuki

Goblin Slayer Tabletop Role-Playing Game  
Tadaaki Kawahito and GroupSNE

This book is a work of fiction. Names, characters, places, and incidents are the product of the author's imagination or are used fictitiously. Any resemblance to actual events, locales, or persons, living or dead, is coincidental.

GOBLIN SLAYER TRPG

Copyright © 2019 GroupSNE © Kumo Kagyu

Illustrations copyright © Noboru Kannatuki © Kanino Nika

Tadaaki Kawahito with GroupSNE

Supervised by Hitoshi Yasuda

Original work by Kumo Kagyu

All rights reserved.

Original Japanese edition published in 2019 by SB Creative Corp.

This English edition is published by arrangement with SB Creative Corp., Tokyo, in care of Tuttle-Mori Agency, Inc., Tokyo.

English translation © 2022 by Yen Press, LLC

Yen Press, LLC supports the right to free expression and the value of copyright. The purpose of copyright is to encourage writers and artists to produce the creative works that enrich our culture.

The scanning, uploading, and distribution of this book without permission is a theft of the author's intellectual property. If you would like permission to use material from the book (other than for review purposes), please contact the publisher. Thank you for your support of the author's rights.

Yen On

150 West 30th Street, 19th Floor

New York, NY 10001

Visit us at [yenpress.com](http://yenpress.com)

[facebook.com/yenpress](https://facebook.com/yenpress)

[twitter.com/yenpress](https://twitter.com/yenpress)

[yenpress.tumblr.com](https://yenpress.tumblr.com)

[instagram.com/yenpress](https://instagram.com/yenpress)

First Yen On Edition: June 2022

Edited by Yen On Editorial: Jordan Blanco

Designed by Yen Press Design: Wendy Chan

Yen On is an imprint of Yen Press, LLC.

The Yen On name and logo are trademarks of Yen Press, LLC.

The publisher is not responsible for websites (or their content) that are not owned by the publisher.

Library of Congress Cataloging-in-Publication Data

Names: Kagyū, Kumo, author. | Kannatuki, Noboru, illustrator.

Title: Goblin Slayer tabletop role-playing game / Tadaaki Kawahito and GroupSNE ; original work by Kumo Kagyu ; cover illustration by Noboru Kannatuki ; interior illustration by Noboru Kannatuki, Kanino Nika ; translation by Alice Prowse.

Description: First Yen On Edition. | New York, NY : Yen On, [2022]

Identifiers: LCCN 2022000339 | ISBN 9781975318314 (Trade Paperback) | ISBN 9781975318321 (eBook)

Subjects: LCSH: Fantasy games. | Board games. | Role playing—Social aspects. | Goblins. |

Quests (Expeditions) | Women priests.

Classification: LCC GV1469.6 .K34 2022 | DDC 793.93—dc23/eng/20220125

LC record available at <https://lccn.loc.gov/2022000339>

ISBNs: 978-1-9753-1831-4 (paperback)

978-1-9753-1832-1 (ebook)

E3



The background is a grayscale illustration. In the upper half, a young girl with long, flowing hair and a surprised expression looks forward. She wears a headpiece with a cross. In the lower half, a knight in full plate armor is shown from the chest up, holding a sword. The knight's visor has a cross, matching the girl's headpiece. The overall style is reminiscent of anime or manga art.

# GOBLIN SLAYER TRPG



<b>Prelude of a Certain Bard .....</b>	<b>006</b>
<b>◀Prologue ▶ .....</b>	<b>015</b>
Prologue .....	015
Terms and Basic Rules.....	025
<b>◀Chapter 1▶ Characters.....</b>	<b>035</b>
<b>Character Creation .....</b>	<b>038</b>
Things on the Adventure Sheet.....	039
<b>Simple Creation.....</b>	<b>054</b>
Sample PC #1: Human Swordfighter.....	056
Sample PC #2: Dwarf Priest-Fighter.....	058
Sample PC #3: Elf Ranger-Shaman.....	060
Sample PC #4: Lizardman Dragon	
Priest-Monk .....	062
Sample PC #5: Rhea Scout .....	064
Sample PC #6: Human Sorcerer .....	066
Sample PC #7: Human Priest.....	068
Sample PC #8: Dwarf Shield Fighter .....	070
Tables of Paths and Motives for	
Becoming an Adventurer.....	072
<b>Normal Creation.....</b>	<b>074</b>
Human .....	075
Dwarf .....	076
Elf .....	076
Lizardman .....	077
Rhea .....	078
Tables of Origins for Each Race.....	082
Table of Past.....	085
Table of Encounters .....	086
Class Descriptions.....	093
Recommended Skills for Each Class.....	100
Recommended Spells for Each	
Spell-Casting Class .....	101
Recommended Equipment Sets for	
Each Class .....	103
<b>Creating High-Level Characters .....</b>	<b>111</b>

<b>◀Chapter 2▶ Basic Rules .....</b>	<b>121</b>
<b>Checks .....</b>	<b>122</b>
Comparing Check Scores.....	128
<b>List of Checks .....</b>	<b>133</b>
List of Checks.....	134
Penalties to Checks .....	158
Fate Points.....	160
Bonus Experience from Fate Points .....	163
<b>Combat .....</b>	<b>164</b>
Order of Combat.....	165
Main Action Details .....	178
Free Action Details .....	181
Weapon Attacks .....	184
Defending Against Weapon Attacks .....	187
Critical Hits .....	190
Damage .....	193
Recovery .....	199
Mounted Combat.....	203
Bosses and Minions .....	203
<b>Spells.....</b>	<b>211</b>
Learning Spells .....	211
Usage Conditions for Each Spell System ....	212
Using Spells .....	213
Resisting Spells .....	216
<b>Character Growth.....</b>	<b>220</b>

## Contents



**Chapter 3 Information for Adventurers .....231**

**Skills .....232**

Adventurer Skills.....235

Adventurer Skills for All Classes .....235

Adventurer Skills Best for

Fighter-Type Classes .....242

Adventurer Skills Best for Spell-Casting

Classes .....257

General Skills .....261

**Spell List .....277**

Words of True Power .....281

Miracles.....307

Ancestral Dragon Arts .....323

Spirit Arts.....334

**Item List .....350**

Weapon List.....353

Melee Weapon List.....355

Ranged Weapon List.....371

Defensive Equipment List.....376

Armor List .....376

Shield List.....381

Magical Equipment.....385

Adventuring Items.....387

**Chapter 4 World Setting:**

**The Four-Cornered World .....405**

The Four-Cornered World .....406

The Four-Cornered World's Origin  
and History .....407

The Races.....411

The Gods .....430

The Religious Views of Races .....439

The Calendar .....443

Magic.....450

Organizations.....458

The Economy.....479

Languages .....482

Food .....483

Entertainment.....486

Famous People.....490

Adventuring Locales.....495

**Chapter 5 Game Master's Guide .....499**

What Is a Game Master? .....500

What a Game Master Does .....501

Session Management .....506

Creating an Adventure .....511

Adventure 1: Save the Baby! .....520

Adventure 2: The Magic Beast in the Pass... 538

**Chapter 6 Monsters .....553**

Goblins.....558

Giants.....562

Creatures .....566

Spirits.....583


Undead.....585

Demons.....593


Magical Creatures.....600

Villains .....607





## Prelude of a Certain Bard



Kumo Kagyu

"This will be our first adventure. Let's not let our guard down just because we're hunting goblins!"

So declared Fighter, whose name was not yet known to the world, as the party stepped into the cave.

The archetypical human warrior sported light leather armor and a small sword. He also carried a sturdy shield, and a lantern hung from his belt. Newcomers were often shabbily dressed, and indeed, the rank tag around his neck was Porcelain. The man carried himself with a leader's attitude as he looked back at his companions, who followed behind.

"Yes, we wouldn't want to do anything foolish like leaving ourselves open to a surprise attack."

"Yeah. We're beginners, after all. We really need to be on our game, here."

The human scout nodded, keeping a careful watch in all directions. He, too, was a young greenhorn. He seemed to be of the rugged, brig-and sort, as evidenced by the bow accompanying his standard leather armor and shortsword.

"Should I take the lead for now, Chief?"

"Probably a good idea."

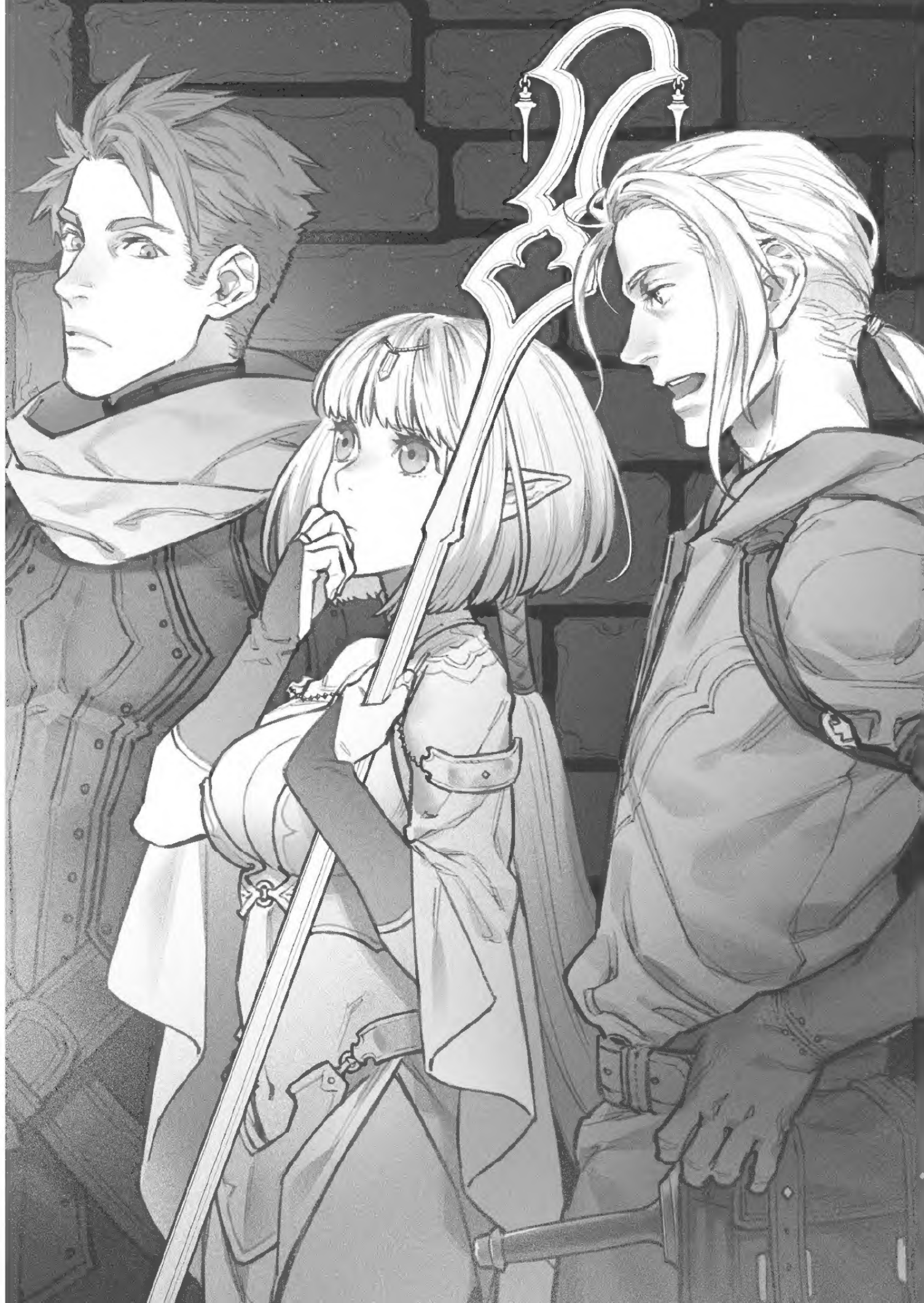
*I knew it was the right move to bring a scout,* thought Fighter with a nod, proud of his own decision. He'd heard goblins liked to lay traps, and their team would need keys for treasure chests, too. Without a scout, the party would be stumbling in blind.

"That puts me at the back, then!" said Fighter. "You stay in the middle, since you're more vulnerable!"

"Oh. Okay." The half-elf girl nodded briskly. She was draped in clothing that was every bit as fresh as the others'. Were those long hems on her priest garb meant to conceal a layer of armor underneath?

*I guess priests of the Valkyrie really do wear that stuff.* Fighter tried to imagine what was under her mantle, but he quickly shook the intrusive thoughts away.







A human fighter, a human scout, and a half-elf priest.

Together, they were a complete party of newly registered adventurers.

Ever cautious, Priest looked around, murmuring in an uneasy tone, "We don't have many people, do we?"

"I wanted to tag along with someone experienced or get them to come with us, but no dice." Fighter gave a troubled grin, to which Priest sighed.

It wasn't a surprise they'd had trouble finding a veteran. Adventures were life-threatening by their nature. A total stranger wouldn't take charge of a party of hindrances. Shelling out money and putting in a request for a seasoned quester was the only way to get them to come along.

"And we don't have a sorcerer, either..." said Priest.

"I heard they can only use one or two spells at first." Fighter scratched his cheek as he offered what sounded like an excuse. "So I looked for more reliable sorcerers who could fight even without spells, but..." he added, troubled. "I couldn't find any."

*Not like I'm any different*, Priest thought. Sure, she knew how to fight with a staff, but only barely. Given Fighter's fussy decision-making, the lack of members on the team made sense.

"Well, we're just up against goblins. One hit with a sword, and they're dead, right?" declared Scout in a calm voice.

"The issue would be a big one showing up..." replied Fighter.

"In which case, we just run away."

"Hrm..."

*Goblins had appeared. A village's livestock had been attacked. Their nest was nearby. Kill them.*

It was the most basic of quests, and running from it would be pathetic. Still, the task was so basic that the party felt a bit like children on errands.

"...We're not the best, but a living dog's better than a dead lion, right?"

"Yeah. Let's get going... Careful of any holes and such at our sides!"

Fighter nodded and lit the lantern on his waist as Scout took the lead with Priest right behind.

Thus did the three adventurers carefully traipse into the cave, and upon a former battle site from the Age of the Gods—a terrain.

In other words, the party did not realize they were walking into ruins.



Hence, they also didn't notice how they had suddenly disappeared, either.

## §

"What the hell is this place?!" Fighter cried out in a hallway that seemed to drag on forever.

They'd suspected something was wrong for a while. When the party had looked back, wondering if they could still spy the way out, they found that the square cutout of light that had been at their backs was curiously absent.

Now there was only darkness, stretching on endlessly.

Was it a revolving floor? No, it couldn't be. A pitfall? That didn't make sense, either.

Scout frowned. "There was nothing on the walls *or* the floor."

"A magical trap?" suggested Fighter.

"I kind of suspected that something like this might happen," Priest said with a dry laugh, covering her face.

None among them knew precisely what had occurred.

Most goblins appeared from Gate circles. And being goblins, they'd probably been at a total loss and charged outside without thinking.

Then adventurers who didn't know any better had come pouring in. This was the result. They, too, were at a total loss.

Priest was perplexed. She knew that such magic was a lost secret. *So this place was a ruin all along...?*

"What an awful trap..."

"Let's just find a way out of here," said Fighter, forcing himself to switch gears and clapping Priest on the shoulder to encourage her. "Though, I guess it won't matter whether we go forward or back."

The seemingly endless passage had transitioned at some point from natural rock to stone walls. A full-blown labyrinth now surrounded the party. The only stroke of fortune was that no wandering monsters had shown up.

After plodding along for a bit, Scout suddenly whispered, "I just realized something." Fighter and Priest, surprised, readied themselves, thinking it was a trap or an enemy. Yet Scout asked, "We bought medicine, right?"

"Yeah."

"And we got all this gear."

"Yes."



What exactly Scout was getting at seemed unclear.

Priest nodded deeply. She didn't see an issue. The group had made do with what little funds they possessed, gathering all the required gear. Even if venomous monsters appeared, they had enough antidotes to fight them once or twice.

So then what was Scout fretting over?

"...We didn't buy that much food or water."

"Oh."

A black abyss that stretched on endlessly stood directly in the party's path.

Where was the route back to the surface?

## §

"Ah, ahhhhhhh...!!"

Either they shouldn't have hurried on ahead, or it was simply a bad roll of the dice.

Facing down a giant hunk of flesh that had crawled out from behind the door panel, Fighter yelled as he dropped onto his backside. Why had a door panel in this labyrinth fallen to reveal a monster lurking behind it?

Whatever the answer, it would have to wait. Fighter stared hard at the monster in bewilderment. It resembled a giant, rotting slug. And it was wriggling its countless tentacles as it approached. Fighter could swing his shortsword around, but it was little more than a butter knife against this creature.

*I bought it specifically because it would be easier to use in narrow caverns. But this tiny-ass thing's only fit to kill goblins!*

"Get back, idiot! It's gonna eat you!"

A moment after Scout dragged Fighter back by his collar, a pair of sharp jaws grazed right past his boots.

"What the hell is this thing doing hiding out here?!"

"Well, it is a monster!" exclaimed Priest, her voice a scream, a curse, and a shout. Right before her eyes was a skeleton, barring the way and clambering nearer.

The party was caught on either side!

*Although, if we hadn't kicked in the door, it would have just been the skeleton.*

Fighter's sword couldn't do much against a skeleton. It had too many gaps.



You could stab and thrust, but the blade would pass right through the spaces in the ribs.

“Use, uh... Use Turn Undead!”

“I never learned that one! Sorry!” Priest’s objection came with a few tears in her eyes as she kept whacking the skeleton with her crosier.

“Its hips—break its hips! If the skeleton can’t move, it’s all ours!” shouted Scout, who was feeling around on the floor and walls. The others didn’t know what he was doing, but it didn’t look like he would help them battle the skeleton.

Which meant *Fighter*, their vanguard, was the one who had to deal with the mass of writhing, rotting flesh...

“Dammit! What do I do?!”

Fighter wondered if picking up a superior weapon might have helped. This was all because of his lapse in judgment. *But seriously, what else was I supposed to do?*

“I’m ready over here! Get back and hug the wall!” called Scout.

“Huh?”

“Ah, all right!”

The other two followed his abrupt orders.

“Take this...!!”

A moment later, Scout stomped hard on a flagstone, which sunk down.

Instantly, everything shook violently. It appeared to be an earthquake for a second, but the sound was coming from the ceiling. A colossal boulder had dropped down, hard, into the passage and barreled over the squirming lump of flesh.

“CAAAAAAARRRRRIIOOON?!?!” shrieked the grotesque thing.

Other skeletons next to it were obliterated without a sound.

Fighter observed the scene in silent fear. He had only dodged the boulder by a hairbreadth. Priest was similarly speechless, but it was because a viscous fluid from the lump of flesh had splashed on her.

Fighter, in a very tense voice, decided to be the one to ask, “...You closed off the way back. How do we get home?”

“We didn’t know left from right anyway, so who cares?”

## §

“Who the hell even thought up this dumbass adventure?!”

“The gods work in mysterious ways...”





"This labyrinth is so huge, I'd think even the gods would get sick and tired of it."

Cursing "gygax" wouldn't get them anywhere.

The group walked for a long time through the vast network of tunnels and eventually reached the maze's deepest point.

It was immediately clear that's where they were because of the sinister altar before them. And as a bonus, there was a rather suspicious cleric holding a staff aloft. Still, holy man or not, it was obvious that he was part of the forces of Chaos.

"Blast! I drove off the goblins, only to be found by adventurers!" Ominous flames burned in the bony, emaciated cleric's sunken eyes. "Still, it's only a girl, some thief, and a useless fighter. The impudence!!"

"Useless fighter?" While the words had been uttered offhandedly, they still cut deeply. Fighter spat onto the floor, tossed his shield aside, and gripped his shortsword firmly in both hands. "You'll regret that, you piece of garbage!!"

He launched into a dash. From behind, Scout shouted, "Get him!"



drawing his bowstring back. His arrow flew very wide of its target, however.

“Well, I suppose this was bound to happen... *Ahem, ahem, grant us victory!!*”

Despite a few throat-clearings heralding the prayer, it seemed to have reached the Valkyrie at her seat in the heavens. The radiant javelin that was Priest’s Holy Smite spell raced toward the worshipper of Chaos. A terrible scream echoed from the evil disciple’s mouth as the purifying light scorched him.

In the meantime, Fighter had used the strength he had built up over a lifetime of farmwork to dash in close.

“Got something to say about male human fighters?!” One step. Two steps. Three. He sprinted up the stairs to the altar. *No fear. Endure the traps and spells*, he thought. “I dare you to say it again!!”

With one final kick off the ground, Fighter brought his two-handed slash down like a rush of wind. His strike was like a typhoon. A fatal, critical hit.

## §

“It probably would have been more fun if we had a magic user.”

“Don’t even go there.”

Blue skies overhead.

Fighter scowled as Priest fell to the ground in an exhausted heap, having made it outside for the first time in days. When they’d escaped through the opposite side of the labyrinth, they’d emerged into a dense forest that none of them recognized. The trees and brush rustling in the wind were ferns, just like the islands in the south sea.

*Where in the Four-Cornered World are we?*

“We can see the sun and stars now. At least we’ll have a direction and food. That’s better than we had it below.”

“I really hope you can tell what’s edible.”

Scout shrugged, not bothering to reply to Fighter. Fighter laughed. He still couldn’t tell whether Scout was a reliable sort or not. Still, they’d gotten to be pretty good friends during their days-long adventure, despite not knowing anything about each other at first.

You didn’t always need someone’s complete family history. A single adventure, and you were comrades. That was enough.



“All right, then...”

Regardless, the quest wasn't over yet. Fighter, whose name would be famous one day, readied his bloodstained shortsword.

“...What's next?”

His companions shared a nervous smile at his anxious words. For they'd just heard the roar of a greedy dragon from deeper in the jungle.



## Prologue

Welcome to the Four-Cornered World—the world of *Goblin Slayer*. This book, *Goblin Slayer TRPG*, is a tabletop role-playing game (or TRPG) set in the world of the popular novel series *Goblin Slayer*. The story follows the eponymous Goblin Slayer and his companions as they, well, slay goblins.

In this game, players will become adventurers like Goblin Slayer, Priestess, and High Elf Archer and have grand adventures in the Four-Cornered World.

When creating this book, we aimed to make a tabletop RPG that could stand alone, with even more originality than a fan book would have.

We went through many trials and errors to create a system that replicated those thrilling scenes of battle with hordes of goblins. As a result, we've constructed a combat system that will allow you, the player, to fully experience the threat of such mobs as well as the tension and enjoyment in confrontations with more powerful enemies.

Naturally, a game must allow the player to both re-create the full appeal of the characters in the original work and create their own characters who are just as strong. To realize this, we were fortunate enough to bring in Kumo Kagyu, the author of the original series, for support. With it, we assembled all the races, classes, skills, spells, and items—the backbone and lifeblood of characters.

Without monsters to bar the characters' paths, there would be no adventures. So naturally, we included a truly massive amount of information on them.

And now the crystallization of all that effort rests in your hands.

Turn the page and begin your adventure! With your companions, you will overcome trials, defeat strong opponents, and feel your heart pound both with tense nervousness and ecstatic anticipation! After all, this book enables you and your friends to become the main characters on adventures in the Four-Cornered World.

TADAAKI KAWAHITO



## FROM THE CREATOR

## Prologue

Welcome to the Four-Cornered World—the world of *Goblin Slayer*.

This world may be very familiar to those of you who have read the original novels. It is a realm filled with swords and sorcery, dungeons and dragons, fighting and fantasy. Look up to the sky to see dragons dancing in the air, look to the green valleys to find the elves, and look down below the earth to meet the dwarves. On vast fields, knights in shining armor battle hordes of monsters.

Agents of Chaos, like demons and wicked sorcerers, spread destruction and terror throughout the lands. Yet at the same time, people rally their strength and stand against them. Heroes and their companions engage in fierce combat with giant creatures, returning triumphantly with hordes of treasure. Then they revel in victory at taverns until their hangovers take them. Bards and poets tell of their glorious adventures.

That's the kind of world this is.

You, too, are a hero candidate in the Four-Cornered World—an adventurer.

This world has been created for fun and quests. The Four-Cornered World rests atop a game board, and it exists for adventurers. Not even the gods can manipulate the dice of Fate and Chance. The people have the single most important right: free will. You will choose your own path and venture forth. None can say where your journey might lead.

What awaits you on your travels? A horde of trolls who have built their home in a tunnel? An arrogant vampire reigning over a ruined city of the undead? A deadly, shadowy fortress built by a fearsome warlock? The conspiracies of evil priests worshipping demons? Will there be ancient treasures or a kidnapped princess sleeping in the next labyrinth?

Sure, you may start with slaying goblins. But that could just be the beginning of an unpredictable story.

However, tales abound of people losing their lives on their first undertaking. There's no telling whether you will live as a hero or die forgotten. Even the gods can't say for sure.



\* \* \*

You might perish before accomplishing anything. However, it's just as likely you'll become a champion—the kind who will save the world and be sung of in tales for centuries. Perhaps you will inspire a legend that's recited during every festival, captivating every child in town. No one in this world was preordained to be a savior. If you decide to become one, then the moment you act, you *are* a hero.

Braving danger is what adventures are all about and what adventurers do. And possessing the courage to save the world is what makes you a hero.

Maintaining a peaceful, safe life is not without merit. Still, any who desire more become adventurers. There isn't a soul who hasn't had to set off on a journey at least once in their life. Everyone has faced a moment where they stepped into the wide world and risked failure.

Now is that time.

It doesn't matter what result awaits you at the end.

Your choices, the things and places you ultimately reach—those are your very own, irreplaceable adventure.

Commit this to memory, however. Remember it when you pray for success and when you brave adventures.

The gods, too, are hoping for your success as they roll the dice.

When you set off on your adventure, you will never be alone.

Beside you are your companions. The gods are with you. A pair of dice is in your palm.

The Four-Cornered World was created for you—the Players, the Pray-ers.

And so at the beginning and at the end, these following words are for you.

May you always know extraordinary adventure.

Now, take the step and turn the page!



## WHAT IS A TABLETOP RPG?

The term *RPG*, or *role-playing game*, probably brings to mind titles like *Dragon Quest*, *Final Fantasy*, or *Pokémon*. These RPGs are played on video game consoles or smartphones, wherein you start up the software and become a hero who must slay a demon king or become a resident of a fantasy world to enjoy quests with your friends.

In contrast, *tabletop role-playing games*, or *TRPGs*, use a more analog form of communication to progress, with players talking to each other over a table. And they use writing utensils and dice instead of game consoles and smartphones. While different from *Goblin Slayer TRPG*, the game *Werewolf*, where players either assume the role of a werewolf or a villager with a neutral facilitator publicly announcing decisions, can be called a tabletop RPG as well.

In a tabletop RPG, one of the game's participants will be the **game master**, or **GM**, the game's facilitator. The other participants become **players**, who each control one character who serves as their avatar during adventures in the story's world.

The choices in digital RPGs are limited by their programming. In most cases, the actions you need to take are determined in advance, and there isn't much point in doing anything else. However, in a tabletop RPG, the GM replaces that programming, deciding whether or not the players' choices succeed. This means that unexpected decisions can lead to dramatic developments in the story. The possible actions are endless, so long as the imagination of the players and GM will allow them. Tabletop RPGs allow players the opportunity to enjoy a one-of-a-kind, colorful, and thrilling tale with unexpected twists and unforeseen accidents—all woven together by the game participants: the players and the GM.

Tabletop RPGs are games where both the players *and* the GM cooperate to create a wholly unique narrative.

This book lays out rules and instructions for when there are questions during your story, such as how to check whether attacks hit enemies in combat and how much damage those attacks will do.

We hope you'll use this book to experience your very own adventures set in the Four-Cornered World.



## WHAT YOU'LL NEED TO PLAY

When a group comes together to play *Goblin Slayer TRPG*, this meeting is called a **session**. This section will explain how to prepare for a session, and their standard flow.

Managing sessions is also explained in Chapter 5: Game Master's Guide (p. 499). Please refer to that section as well.

## WHAT YOU'LL NEED FOR THE SESSION

### ● Participants

A session requires one or more players to have an adventure in the world of *Goblin Slayer* and one game master, or GM, to provide that adventure to the player or players. Thus, to play by the rules in this book, you'll need at least two participants.

### ● Six-sided dice

You'll need six-sided dice. That is, standard dice with sides numbered 1 through 6. In this book, they will be referred to simply as *dice* or *d6*.

The players and GM should ideally bring four to five dice each. However, it won't cause too much of a problem if you don't have that many, since you can still roll one die multiple times if necessary, writing down the results each time until the requisite number of rolls have been made.

### ● Writing tools

You'll need to do more than just write down numbers on your Adventure Sheet—you'll want to bring an easily erasable pencil and an eraser, or an erasable pen, to change certain things, like how damaged you are.

### ● A story

The GM must prepare a narrative set in the world of *Goblin Slayer*, the Four-Cornered World. They can use the stories included in this book, any premade ones released for public use in other books or on the internet, or your own homemade one.



If you're using a story you didn't make yourself, read the whole thing thoroughly before the session to ensure you understand its contents.

Story creation is explained in Chapter 5: Game Master's Guide (p. 499), so you can refer to that as well.

### ● Sheets

Bring enough Adventure Sheets for each player character, or PC.

Feel free to make copies of the one in this book.

The GM should also prepare some blank sheets of paper or a notebook to keep track of things like combat and enemy wounds.

### ● A location

The best place for the session is a table big enough to seat all of the game's participants, with enough room to lay out all the Adventure Sheets.

Voices can get loud accidentally during the session, so choose a place where that kind of volume won't bother others. We recommend places like the home of a participant, a conference room in a public facility, a classroom or other room after school, or a karaoke room.

If everyone can access the internet, you could also use a voice chat tool and conduct the session online if desired.

### ● Time

To play through an entire session from start to finish, you'll need about two to three hours, but depending on the story, you may need more. Most stories will give an estimated play time, so make sure you've checked that before beginning.

For lengthier narratives—or for a shorter one that goes unexpectedly long—one option is to set an ending time for the session, pause the game, and resume it at a later date.

---

## ➤ SESSION FLOW ➤

---

### ● 1. Preparing for the session (leading up to the session)

Prepare this book and everything in the What You'll Need for the Session section. Procuring everything might be difficult for just one person, so if possible, split the work among all the participants.



## ● 2. Preparing the story (before the session)

The GM should prepare the adventure. If using an adventure published in a book or on the internet, make sure the players don't read it in advance.

## ● 3. Create characters (day of the session)

Once all the participants are together, they should create their PCs to serve as their avatars.

Create PCs following the rules in the Character Creation section, which begins on page 38 of this book. This will take about an hour.

If you don't have the time, or if this is your first time playing *Goblin Slayer TRPG* (or you haven't played it very much) and are unfamiliar with the rules, you can choose a character from the sample PCs listed from pages 56 to 70 of this book and make that your character.

## ● 4. Introduce the characters (day of the session)

Each player introduces their PC, giving their name, race, age, gender, history, class, and any special techniques they've learned, such as spells. This is to ensure other players know what your character is like.

You might also consider your PC's personality and what led them to become an adventurer. However, it's also perfectly fine to only have a vague idea of your PC's attitude and background at first, then add on or change things as you think of them during the session.

## ● 5. Begin the story (day of the session)

The GM then begins the adventure in the world of *Goblin Slayer*, using the story they've prepared.

In *Goblin Slayer TRPG*, the GM and the players are not enemies. It is a game where everyone plays their own role, but everyone works to create a single, enjoyable story.

We encourage all the participants to have fun, get loud, and tell amazing, exciting tales during the session.

## ● 6. Ending the session (day of the session)

Once the story has concluded, if there's enough free time, you can look back on everything that happened during the session and talk about it to get everyone eager about the next one. Should time allow, you can also put together plans for the next session.



Make sure you also clean up everything. If you leave garbage around, you may not be allowed to use the space next time.

## PLAYERS AND THE GAME MASTER (GM)

### »PLAYERS«

**Players** are any of the participants in the session other than the GM. These players are not the Pray-ers from the Four-Cornered World, but the people playing this game in reality. You are actually like gods, enjoying a game using the Four-Cornered World as your board.

The players control PCs, who adventure through the world of *Goblin Slayer*, play through the story the GM has prepared, and work with the GM to weave brave, heroic tales that the bards will sing of.

#### ● Role-playing

Becoming your PC and acting out their part is called **role-playing**.

This is mainly done when a player wants to say or ask something of another character or the GM, but they do things like changing their voice to match their PC's emotions or speaking in a unique fashion to give their PC more personality. These sorts of midsession dialogues are the true charm of TRPGs, but they are by no means required.

For example, if someone is wounded and spots an enemy in their path, they can role-play by saying something like, *Damn! I hate to say it, but we should take a detour. We can't fight in this state!* Or they can simply say, *I think we should avoid battle—let's take a detour.*

In reply, a strong-willed PC might role-play an answer like, *It's fine! I can still fight!* However, their wounds mean they're not in any condition to battle, so the player can follow up with, *That's what my character says, but we really shouldn't battle here, so, someone, please drag him away.* These statements made from the player's point of view rather than their character's are called **player remarks**, and you can use them to resolve situations while keeping the story running smoothly.

In any case, role-playing is simply another tool to help you enjoy the



session. Sometimes, if you try to force yourself to role-play, it could stress you out and actively detract from your enjoyment.

Each player should act out their PC in whatever way they feel comfortable. The other players and GM should be careful not to force someone to role-play if they don't want to.

### ● Point of warning about getting carried away when role-playing

During a session, role-played conversations might get rowdy and prevent the story from moving along. If everyone is okay with this, then great! However, if only certain players are having fun at the expense of the actual story developments, the other players won't have a pleasant experience. It could also lead to too much time passing and the session ending before reaching the end of the story.

For this purpose, all the players, not only the GM, should be considerate of other participants and try to facilitate group fun.

---

## → GAME MASTER (GM) ←

---

The **GM** is the game's facilitator.

When playing *Goblin Slayer TRPG*, the GM makes rule-based decisions to advance the story and determine how character actions resolve. Essentially, they do everything the code does in RPGs like *Dragon Quest* and *Final Fantasy*.

The GM's role is described in more detail in Chapter 5: Game Master's Guide (p. 499). Please refer to that chapter as well.

### ● The role and authority of the GM

The GM is both the game's facilitator and its arbitrator. Sometimes, creating the story may also be their responsibility.

The most important part of being a GM is to make sure all participants enjoy the session, GM included. The crucial goal of all tabletop RPGs is that everyone has fun.

During gameplay, the GM has ultimate decision-making power when it comes to using the rules to resolve PCs' actions and determining the results of those actions. If there is ever a disagreement about rule interpretation or application, the players must abide by the GM's decision.



In some instances, such as when the story has ground to a halt or the PCs have taken actions that weren't accounted for in the story, the GM may make changes and revisions as necessary. This applies to the rules themselves, too.

However, such decisions should be made only to make the game more exciting, let the players enjoy themselves, move the story along smoothly, and lessen the stress on the players. The GM must never make unfair rulings on or otherwise wrongly treat specific PCs due to personal feelings.

---

### ➤EVERYONE COOPERATES◀

---

The GM will sometimes drive the PCs into a tight situation. However, this is so the GM can make the story more exciting, give the players a thrill, and let them feel the catharsis of surviving a perilous situation.

The players will have the most fun going along with the story the GM has prepared. That's why the story was made in the first place and why the GM makes rulings.

Uncooperative attitudes or underhanded actions will create problems for the GM, prevent the story from moving along, worsen the mood in the room, and cause issues with the other players. Please make sure this doesn't happen.

Of course, sometimes developments the GM didn't anticipate can make the story even more exciting. Discovered traps should be avoided, after all. It may occasionally be challenging to determine what actions will stall the story or cause issues, so the GM and other players should pay attention to everyone's expressions, words, and choices. If it seems like you might be making things unpleasant for another person, then stop and reassess your decisions.

The players and GM should all prioritize the fun of the group in order to enjoy their adventures in the *Goblin Slayer* world to their fullest.



## TERMS AND BASIC RULES

### ➤ PC, GM ➤

**PC** is an abbreviation of *player character*, referring to the characters serving as the players' avatars.

**GM** is an abbreviation of *game master*, referring to the session's facilitator.

### ✦ 1d6, 2d6+1, etc.

The lowercase *d* is a shortening of the word *dice* and is used to express such in phrases like *1d6* or *2d6*.

If something says *1d6*, that means to roll one six-sided die and use the result. If it says *2d6*, that means to roll two six-sided dice and use the total as the result.

The number before the *d* indicates how many dice to roll. Whenever there's a number before the *d*, it always means to add up the numbers you get. If something requires you to use different results of multiple dice, it will say something like *roll 1d6 twice*.

An expression like *1d6+1* means to roll one six-sided die and add 1 to the result. In the same way, *2d6-2* would mean to roll two six-sided dice, add them together, then subtract two from the result.

If, for example, something says that your damage against enemies is *3d6-2* points, you'll roll three six-sided dice, add up the results, and then subtract 2 from that total. If the dice came up as 2, 3, and 5, the total would be 10, and then you'd subtract 2, ultimately dealing 8 points of damage to the enemy.

Remember that the result of a dice roll cannot be less than zero. For example, if you need to roll *1d6-2*, and the roll comes up as 1, you would subtract 2 from 1 and end up with -1. However, since the dice result can't be less than 0, this result is treated as a 0.

### ✦ 1d3

*1d3* means to roll between 1 and 3. To do this, roll one six-sided die then divide the result by two, **rounding up**.



Thus, if the die you roll is a 1 or a 2, you use 1 as the final result of the 1d3 roll; if it's a 3 or 4, you use 2; and if it's a 5 or 6, you use 3.

### ✦ **Monsters**

**Monsters** are hostile beings that the PCs will encounter throughout their adventures. Many of them are either wild animals or the Unpraying, who are hostile toward the Prayers in the Four-Cornered World. Prayers may also be aggressive in certain circumstances, and in those cases, they are considered monsters as well.

Monsters span many categories and individuals. Find more about them in the section beginning on page 553.

Should the PCs encounter any of these monsters during an adventure, it usually means that combat will begin (p. 164).

### ✦ **Enemies, Bosses (p. 203), Minions (p. 205)**

Every living creature that is hostile toward the PCs is called an **enemy**. Any text referring to things like *the attacked enemy* or *one enemy* refers to the target of a PC's attack, spell, or some other special action.

Some enemies are classified as either bosses or minions. **Bosses** command minions. In combat, **minions** serve to strengthen the boss with support effects.

### ✦ **Rounds (p. 176)**

A **round** is a unit of time representing one distinct partition of combat (p. 164).

Think of one round as representing thirty seconds. Even outside battle, you may use rounds for purposes such as expressing the amount of time the effects of a spell (p. 211) will last for.

### ✦ **Calculations with decimals**

All values with a decimal are rounded up. In other words, anything from 0.1 to 0.9 is treated as 1. If, for example, you see *half of 3*, you round it up to 2.

Any exceptions will describe how to handle decimals; if something doesn't present a special way of handling decimals, then round up.



### ✦ Adventure Sheet (p. 36–37)

A sheet of paper with information such as a PC's ability scores, class (p. 48), skills (p. 48), possessions such as weapons and armor (p. 353, p. 51)—also called a character sheet.

When PCs take damage and get hurt, exhaust themselves, come under the effects of poison or sickness, or anything of that nature, the player should write those things on this sheet to keep track.

This book includes one Adventure Sheet at the end.

### ✦ Ability scores (p. 39)

**Ability scores** are numbers that represent a PC's physical, mental, or emotional capabilities. There are two kinds of ability scores: primary ability scores and secondary ability scores.

The four primary ability scores are strength, psyche, technique, and intelligence. The three secondary ability scores are focus, endurance, and reflex.

### ✦ Basic scores (p. 39)

Adding any one primary ability score to any one secondary ability score creates a **basic score**. Basic scores are expressed as phrases like *strength focus*, combining the names of the primary ability score and secondary ability score. There are twelve different basic scores: strength focus, strength endurance, strength reflex, psyche focus, psyche endurance, psyche reflex, technique focus, technique endurance, technique reflex, intelligence focus, intelligence endurance, and intelligence reflex.

Basic scores are the values used when a character performs some sort of action and needs to determine whether or not that action succeeds.

### ✦ Checks (p. 122)

When a character performs an action with a chance of failure, they perform a **check** to determine if that action succeeds, and how effective the results are.

The GM decides on a per-action basis whether the player should perform a check or not.

For example, everyday actions such as picking a cup up off a table will probably succeed without doing a check. You don't need to do one in these cases. However, things change if the character wants to pocket a jewel on the table without anyone seeing. You'll need to perform a



check to determine if you are able to snatch the gem undetected. Fail, and you will probably be grabbed by the people around you and punished or questioned for theft.

Checks are done by adding a baseline score to 2d6. However, the situation and/or items you have equipped may provide bonuses or penalties, so be careful. And the larger the result of your check, the better you're able to carry out the action.

#### ✦ **Baseline score (p. 28)**

The **baseline score** is the baseline value used to decide whether an action succeeds or fails during a check. The bigger this number, the more likely a check will succeed.

#### ✦ **Final score (p. 28)**

During a check, the total of a standard value + 2d6 + any other modifiers is called a **final score**. This value represents how effective the action being checked is. The greater the value, the better.

#### ✦ **Target score (p. 28)**

The **target score** defines how hard it is for a character to succeed at the action they're currently attempting. The higher the target score, the more difficult it is to perform the action successfully.

During a check, if the final score is equal to or greater than the target score, that check succeeds. If it's lower than the target score, it fails.

#### ✦ **Effectiveness score (p. 28)**

When a check succeeds, the **effectiveness score** determines how much of an effect the action has. However, only special checks require effectiveness scores. These include hit checks when attacking an enemy (p. 136, p. 151), spell use checks for casting spells (p. 95), and other checks that specify using an effectiveness score.

A higher effectiveness score means things like dealing more damage to an enemy or a spell covering a wider area.

#### ✦ **Critical success (p. 127), critical failure (p. 127)**

For most checks, if the 2d6 roll comes up as two sixes (totaling 12), it is a **critical success**. During a critical success, the check is a success no matter what the final score of the check is. However, if the 2d6 roll



comes up as two ones (totaling 2), it is a **critical failure**, and even if your final score is equal to or higher than the target score, it fails.

For checks that give an effectiveness score, a critical success will add 5 to that score. In this way, a critical success can give you even better results than a normal success. On the other hand, a critical failure runs the risk of producing even worse results than a normal failure. For example, if you were trying to disarm a trap, a regular failure might only mean that you couldn't disarm it, but a critical failure might accidentally spring it.

### ◆ **Damage (p. 193), calculated damage, applied damage**

During their adventures, characters will take **damage** in a variety of situations and become wounded. They will also attack enemies to deal damage to them. Characters can even damage objects like walls to destroy them.

Calculating the amount of damage dealt involves two steps. First, you find the **calculated damage**, which represents the amount of force the attacker strikes with. Then you find the **applied damage**, which is the calculated damage minus the target's defense check, armor score, and things of that nature.

Neither of these two values can be less than 0. Because of this, if you get a negative result, treat it as 0.

For example, if you're dealing 10 points of calculated damage with a spell attack, and the enemy is wearing a suit of armor with an armor score of 4, the amount of damage the enemy actually takes (applied damage) is 6 (10-4).

Damage that isn't reduced by a target's armor score will list something specific, like *ignores armor score*.

### ◆ **Magic attacks**

When a PC deals damage with a spell or magical weapon, or they apply some sort of negative effect to an opponent, the attack is called a **magic attack**.

Some monsters can only be damaged by magic attacks.

### ◆ **Fatigue (p. 45), fatigue rank (p. 45)**

Fighting for an extended period of time, moving over long distances, falling ill, working in places where the air is thin or it's freezing cold...



If anything like this would wear out a character's body or mind, that character will suffer **fatigue**.

As this fatigue accumulates, the character's **fatigue rank** increases. This rank is a number from 1 to 5, and as it gets higher, the character will take penalties to checks. At rank 4, they will fall unconscious, and if they reach rank 5, they will die.

Fatigue can only be healed by taking a long rest or by using a specific item. During adventures, players will need to be careful that they accumulate as little fatigue as possible.

### ◆ Attrition track

During combat, players must make one check on the **attrition track** at the end of every round. If the attrition track reaches a certain number of checks, characters will suffer fatigue.

The attrition track doesn't reset at the end of combat, either—it carries over. Because of this, even if battles are short, fighting many of them in succession will lead to the attrition track building up and characters growing fatigued. It's important to decide how you'll defeat enemies quickly and how you can complete the adventure's objective in as few battles as possible.

The attrition track does recover, somewhat, by resting or sleeping.

Each player must keep track of their own attrition on their Adventure Sheet's attrition track. However, the GM should also record the number of checks on the attrition track. This will make it easier to manage everything and prevent mistakes.

### ◆ Disabled, unconscious, asleep

If, for whatever reason, a PC is rendered disabled, unconscious, or asleep, that character loses consciousness, and they immediately fall where they are. In this state, they cannot perform any actions except for resistance checks (p. 143). However, they can still use fate points (p. 160) alongside those resistance checks.

The difference between these three states is how you recover from them.

When **disabled**, it will be specified how long it will be until recovery. Thus, once the designated amount of time passes, the character will recover.

If a character is **unconscious** from their fatigue rank reaching 4,



they will not regain consciousness until their fatigue rank falls to 3 or less. If a character is unconscious from something else, such as a spell or a special effect, then once that effect ends, they will naturally regain consciousness after 2d3 hours. They will also regain consciousness if a lot of noise is made nearby, such as from combat, or someone else tries to wake them up by calling to them or shaking them.

If a character falls **asleep**, they will naturally regain consciousness after 2d3 hours. They will also regain consciousness if a lot of noise is made nearby, such as from combat, or someone else tries to wake them up by calling to them or shaking them. The time until regaining consciousness is counted starting from when the effect's duration begins. If the 2d3 roll ends up being less than the effect's duration, the character will still continue sleeping until the effect's duration ends.

#### ✦ **Class, class level (p. 92)**

A class is the adventuring field a PC specializes in, as well as the role they play in their party.

This book lists eight classes: fighter, monk, ranger, scout, sorcerer, priest, dragon priest, and shaman.

Of these, fighter, monk, ranger, and scout are called **fighter-type classes**. Sorcerers, priests, dragon priests, and shamans are called **spell-casting classes**.

A character's **class level** is a number representing their experience with that class. The lowest is first level, and the highest is tenth level. When a PC checks to see if they succeed or fail at an action, their class level is added to the basic score (p. 39) related to the action at hand in order to calculate the check's standard score. Thus, a character will have an easier time succeeding at actions that are related to a class they are.

#### ✦ **Skills, mastery grades (p. 223)**

**Skills** represent more detailed things about a PC than their class, such as what the character is specifically proficient at or fields they excel in. This can include things like whether they have the capability to handle a specific sort of weapon, or whether they have a wealth of knowledge in a certain field. There are many types of skills, such as ones that enable unique actions, ones that help a character no matter what their class is, and ones that bolster a specific facet of their class.



There are two types of skills: adventurer skills and general skills. Each skill also has a **mastery grade**, a number that indicates how deeply the character has learned that skill.

There are five mastery grades for adventurer skills: beginner, intermediate, expert, master, and legend. General skills only have three: beginner, intermediate, and expert.

For more details, please see the explanation of skills (p. 98) and the Skills section (p. 48).

### ✦ **Spells, magic, sorcery (p. 211, p. 277, p. 457)**

PCs of a spell-casting class have learned and can use **spells** of types appropriate for their own classes.

Sorcerers can use *words of true power spells* (p. 281, 451), priests can use **miracles** (p. 307, p. 453), dragon priests can use **ancestral dragon arts** (p. 323, p. 454), and shamans can use **spirit arts** (p. 334, p. 452).

While the individual skills that produce all manner of strange, wondrous effects are called **spells**, the strange and wondrous phenomena these spells cause is known as **magic** or **sorcery**. Thus, weapons that have been strengthened by magical effects, often found in ancient ruins, are called **magic weapons**.

### ✦ **Fate points (p. 160)**

**Fate points** represent a character's strength of will, and the effort and hard work they put into resolving dangerous situations. At the beginning of the story, the number of fate points each character possesses will need to be determined.

If a character makes a 2d6 roll with a total above the number of fate points they have, then as a result of their effort or determination, they can exhibit more power than normal. This might be an adrenaline rush, a fight-or-flight response, or a stroke of genius. The result is that the character may either make the result of a check one stage better (turning a failure into a success, or a success into a critical success) or reroll the dice. They can also automatically flee from combat or get a hint from the GM, at the GM's discretion. However, each time any of these things are performed, it adds 1 to the character's fate points. Thus, these bonuses cannot be used endlessly.

On the other hand, the more fate points a character has, the more experience points they'll get after completing the adventure, so players



will need to think carefully about how to most effectively use their fate points.

Using fate points means offering **prayers** to the gods.

### ✦ Choose randomly, determine randomly

Some spell effects or special abilities may require a player to choose something randomly. This may include what character is targeted, or what direction a character is shoved in. In such cases, assign all potential targets or movement directions a number from 1 to 6, then roll 1d6. Use the result to select the character, direction, etc. The GM may use other methods to determine random factors, such as creating and drawing lots.

This doesn't just apply to spells or special effects—choosing a target or option by coincidence, without any real intention, is expressed as **choosing randomly** or **determining randomly**. During the game, though, the GM is the one who sets these options up, so they will need to be a go-between for this. If desired, the GM may consider the PCs' present state and the surrounding situation and alter the choices available or adjust probabilities to a certain extent. For example, when determining the target for a spell, if the GM decides that those in the front line would be easier to hit, they can increase the probability of someone in the front line being the target. However, barring any special circumstances, the GM should try and keep things as even and fair as possible.

### ✦ Reach

**Reach** is the range of a character's melee attack. This not only describes how far their weapon can reach, but also the distance at which they can immediately react to enemy movements.

Normally, a character's reach is five meters. However, a very large monster like a giant or a dragon may have a greater reach.



# GOBLIN SLAYER TRPG





## Chapter 1

## CHARACTERS

"In other words, what you want to ask is where to find all the sorcerers."

Not long after Priest hung up the notice she wrote, a voice called out to Fighter from below.

Its owner bore tufts of silvery hair that had been dyed an odd color. She clutched a staff in her hand, a mantle rested on her shoulders, and her three-quarter-length leggings were of a nomadic style.

"Are you...a rhea?" Rhea girls were by and large carefree, easily excitable types—not well suited to being magic users.

"What, you got a problem with that?" demanded the rhea sorcerer, glaring. "If you think that things like *affinity* and *efficiency* are the only things that I should base my entire life on, then you can eat shit."

"I know how you feel!" The rhea sorcerer's crude words were met with a cheerful, bouncing voice. "They all told me my personality wasn't geared for this, either... Yet the Valkyrie always stands stalwart in the face of difficulty, so I do, too!" Priest leaned forward, took the sorcerer's hands, and declared, "Let's both do our best!"

The rhea nodded, managing a flustered "All right."

Fighter grinned dryly—he knew how Priest felt. *Yeah. I get it. I really do. A lot. Perfectly.*

Regardless of the sword at his hip, he was still just a young man from the countryside. No talent. No experience. He'd only been on one adventure. Still, he'd be damned if others decided that someone like him could never be a hero.

"Sorry. We were just a little surprised... If you'll forgive us, we'd be glad for your help."

Fighter held out his hand, and the rhea—finally released from Priest's embrace—hesitated but grabbed it.

"...You got it. And now that you've got me, you've nothing to fear!"



**1 Profile (p. 53)**

**1 Ability scores and basic scores (p. 39)**

# Goblin Slayer TRPG Adventure Sheet

Name	Race	Age	Gender	History
<hr/>				
Rank	Physical Trait	Hair ( ) Eyes ( )		
<hr/>				

**+ Ability Scores**

Primary Ability Scores	Secondary Ability Scores		
	Focus	Endurance	Reflex
Strength	Strength Focus	Strength Endurance	Strength Reflex
Psyche	Psyche Focus	Psyche Endurance	Psyche Reflex
Technique	Technique Focus	Technique Endurance	Technique Reflex
Intelligence	Intelligence Focus	Intelligence Endurance	Intelligence Reflex

**3 Advancement section (p. 47)**

**Status (p. 44)**

**+ Experience Points**

Cumulative Points  
Current Points

**+ Adventures/Completed**

**+ Adventurer Level**

**+ Classes**

- Fighter  
Monk  
Ranger  
Scout  
Sorcerer  
Priest  
Dragon Priest  
Shaman

**1 Skills (p. 48)**

**+ Adventurer Skills**

Mastery Grade	Effect	Page	Skill	Mastery Grade	Effect	Page
/	/	( )		/	/	( )
/	/	( )		/	/	( )
/	/	( )		/	/	( )
/	/	( )		/	/	( )
/	/	( )		/	/	( )
/	/	( )		/	/	( )
/	/	( )		/	/	( )
/	/	( )		/	/	( )
/	/	( )		/	/	( )

**+ General Skills**

Mastery Grade	Effect	Page	Skill	Mastery Grade	Effect	Page
/	/	( )		/	/	( )
/	/	( )		/	/	( )
/	/	( )		/	/	( )

**+ Status**

Life Force  
Movement Speed

**Spell Uses**

Basic Spell Resistance

Psyche Reflex + Adventurer Level + Spell Resistance

**Wounds**

**+ Fatigue**

EX	Rank	Penalty
□ (□)	5	Death.
□□ (□)	4	Unconscious. -4 to all checks. Life force & movement speed halved.
□□□ (□)	3	-3 to all checks. Life force & movement speed halved.
□□□□ (□)	2	-2 to all checks. Movement speed halved.
□□□□□ (□)	1	-1 to all checks.

**+ Attrition Track**

□□□□ 5 □□□□ 10 □□□□ 15 □□□□ 20  
□□□□□ 25 □□□□□ 30 □□□□□ 35 □□□□□ 40



● **Attack section (p. 50)**

☐ Attacks ☐ L

Base Score      Class Level      Skills, Etc.      Melee      Total  
 Hit Score      ☐ Fighter ( )    ☐ Monk ( )      Throwing        
 Technique Focus      + ☐ Ranger ( )    ☐ Scout ( )    +      Projectile        
 =

**Weapons**

Weapons Name	Type	Weapon Attributes	Base Hit Score +	Mod. Modifier =	Total Base Hit Score	Power +	Class Level +	Skills, Etc. =	Total Power	Range	Effects
			+	=		+	+	=			
						+	+	=			
						+	+	=			

**Defense section (p. 51)**

**Defense section (p. 51)**

<b>+ Defense</b>	Base Score	Class Level	Skill, Etc.	Total
Base Dodge Score	Technique Reflex	+ <input type="checkbox"/> Fighter ( ) <input type="checkbox"/> Monk ( ) <input type="checkbox"/> Scout ( ) +		=

**◆ Armor**

Armor Name	Type	Base Dodge Score + Dodge Modifier = Total Base Dodge Score	Armor Score	Stealth	Movement Speed + Movement Modifier + Possession Movement Modifier = Total Movement	Effects
		+ =			+ + =	


Base Block Standard	Technique Reflex	Base Score	Class Level	Skill, Etc.	Total
		+ <input type="checkbox"/> Fighter ( ) <input type="checkbox"/> Scout ( ) <input type="checkbox"/> Other ( ) +			=

**◆ Shield**

Shield Name	Type	Base Block Score + Block Modifier = Total Base Block Score	Block Score	Armor Score	Total	Stealth	Effects
		+ =			+ =		

Effectiveness Score	14 and under	15-19	20-24	25-29	30-39	40 and above
Bonus Damage	none	+1d6	+2d6	+3d6	+4d6	+5d6

<p><b>✦ Possessions</b></p> 	<ul style="list-style-type: none"> <li>• Adventuring Tools (Rope, 10m; wedge x10; small hammer; tinderbox; backpack; water bag; portable rations; white chalk, small knife; torch x6)</li> <li>• Rations (7 days)</li> <li>• Clothing</li> </ul> <p><b>◆ Money</b></p>
---	--

## ● Possessions and money (p. 52)



## CHARACTER CREATION

This section explains how to construct player characters, or PCs, who adventure through the Four-Cornered World.

Broadly speaking, there are two ways to create PCs: simple creation and normal creation.

During simple creation (p. 54), all you have to do is choose whichever sample character you like, then decide on their profile details, such as name, age, and gender. You can finish this in about fifteen minutes, so it's perfect for beginners, or those playing for the first time.

Normal creation (p. 74) is a method that allows you to create a character however you like, using a blank Adventure Sheet, then choosing and writing down each required detail. This method is better if you're more familiar with the game, or have a specific sort of character you want to make.

### ◆ Adventure Sheet Section Numbers and Explanation Pages

- ① Ability scores and basic scores (p. 39)
- ② Status (p. 44)
- ③ Advancement section (p. 47)
- ④ Skills (p. 48)
- ⑤ Spell section (p. 49)
- ⑥ Attack section (p. 50)
- ⑦ Defense section (p. 51)
- ⑧ Possessions and money (p. 52)
- ⑨ Profile (p. 53)



## THINGS ON THE ADVENTURE SHEET

An Adventure Sheet allows a player to record and track their PC's information and status. This section explains each of the things you'll need to write on the Adventure Sheet in detail.

### ➤ 1 ABILITY SCORES AND BASIC SCORES ◀

This is where you write down your ability scores and basic scores.

A PC's **ability scores** represent their might or physical, mental, and emotional talent.

There are two types of ability scores: **primary ability scores** and **secondary ability scores**.

The four primary ability scores are strength, psyche, technique, and intelligence, and the three secondary ability scores are focus, endurance, and reflex. Please refer to the following section for what each of these ability scores represents.

#### ● Primary ability scores

- **Strength:** Represents physical might and sturdiness
- **Psyche:** Represents strength of will, or the power of your charming attitude or personality
- **Technique:** Represents deftness of hands as well as quickness
- **Intelligence:** Represents quick-wittedness and sharpness of perception

#### ● Secondary ability scores

- **Focus:** Represents how well the PC can concentrate on something
- **Endurance:** Represents how well the PC can keep something going or maintain something in a certain state
- **Reflex:** Represents how well the PC can respond to sudden changes



These ability scores are displayed on the Adventure Sheet as follows.

Ability Scores			
Primary Ability Scores	Secondary Ability Scores		
	Focus	Endurance	Reflex
Strength	Strength Focus	Strength Endurance	Strength Reflex
Psyche	Psyche Focus	Psyche Endurance	Psyche Reflex
Technique	Technique Focus	Technique Endurance	Technique Reflex
Intelligence	Intelligence Focus	Intelligence Endurance	Intelligence Reflex

The twelve scores are each a total of one primary ability score and one secondary ability score. For example, a PC's strength focus is their strength plus their focus. These twelve scores are called **basic scores** and are used as the basis for checks.

### ● Basic scores

The twelve scores, each one a primary ability score added to a secondary ability score, are called **basic scores**: strength focus, strength endurance, strength reflex, psyche focus, psyche endurance, psyche reflex, technique focus, technique endurance, technique reflex, intelligence focus, intelligence endurance, and intelligence reflex.

Basic scores are used as the basis for checks, which determine whether the various actions taken by PCs succeed or fail. In most cases, the checks in the List of Checks (p. 134) and Skills section (p. 48) specify which basic score to use, so refer to the kind of check or the skill's description.

For all other checks, the GM should decide which basic score is used. When doing so, refer to the explanations of each basic score, listed below. The list is also a handy reference for checks that are on the List of Checks, or ones that are part of skills, as examples of how basic scores are applied.



**Table of Example Basic Score Checks**

	Focus	Endurance	Reflex
Strength	Escaping	Natural healing	Resistance to sickness and poison
	Movement obstructions	Long-distance movement	Adrenaline rush / fight-or-flight
Psyche	Using spells	Maintaining spells	Resisting spells
	Negotiations, singing	Prayer, meditation	Remaining cool and collected
Technique	Accuracy	Maintaining balance	Evasion, parrying with shields
	Tasks performed with hands	Riding for long periods	Pickpocketing, swindling
Intelligence	Using spells	Recalling things	Detecting threats
	Knowledge of monsters	Long periods of alertness	Coming up with ideas

### ✦ Strength focus

Used for active actions related to muscle strength or physical strength. Common examples include opposing movement obstruction checks (p. 142), as well as escape checks (p. 146). It's also used for things like picking heavy objects up and moving them around, kicking through doors, or breaking out of binds by force.

### ✦ Strength endurance

Used for continuous activity that demands physical exertion, as well as determining how physically exhausted one becomes. Some examples include holding up something heavy for a long period of time, moving over long distances, waiting for natural healing of illnesses or poison, and resisting flames or cold.

### ✦ Strength reflex

Used for instantaneous actions or passive responses related to strength. Common examples include strength resistance checks (p. 145) and movement obstruction checks (p. 142). It's also used for things like remaining standing instead of getting knocked away from an impact, withstanding fast-acting poison, resisting momentary bursts of flame or cold, and reacting instantly to something falling.



### ✦ **Psyche focus**

Used for active actions related to mental abilities, strength of will, or charisma. Common examples include spell use checks (p. 138) for miracles, ancestral dragon arts, and spirit arts, as well as provoke checks (p. 142). It's also used for things like displaying good manners, tempting others, threats and intimidation, leading others, performing valiant acts, singing, and acting.

### ✦ **Psyche endurance**

Used for continuous actions over long periods of time that are related to mental exertion, strength of will, or charisma, and to resist nervousness and stress. One common example is spell use checks (p. 138) for miracles, ancestral dragon arts, and spirit arts. It's also used for continuing to act while in pain, praying and meditating, staying calm, keeping your posture and attitude polite, maintaining a facade, and resisting sleepiness.

### ✦ **Psyche reflex**

Used for passive actions related to mental ability, strength of will, or charisma, and for reacting to sudden events. One common example is the spell resistance check (p. 141). It's also used for things like withstanding fear or mental shock, standing up to intimidation or threats, overcoming temptation, dealing with abrupt matters calmly, and reflexively staying calm no matter how the situation changes.

### ✦ **Technique focus**

Used for active actions related to dexterity or nimbleness and for actions that require precision. Common examples include hit checks (p. 151), opposing movement obstruction checks (p. 142), first aid checks (p. 150), stealth checks (p. 152), and handiwork checks (p. 151). It's also used for building things, riding animals, steering boats, making food, moving swiftly along narrow paths or bridges, and keeping one's balance.

### ✦ **Technique endurance**

Used for continuous actions related to dexterity or nimbleness that take place over a long period of time. Some examples include creating an item that takes several other items to make, moving for long periods of



time over poor footing, riding an animal for a long time, and handling a ship for a long time.

#### ✦ **Technique reflex**

Used for instantaneous actions related to dexterity or nimbleness and for passive reactions that test physical reflexes. Common examples include dodge checks (p. 150), block checks (p. 152), jump checks (p. 149), and acrobatics checks (p. 149). It's also used for things like immediately hiding oneself, catching a falling object, pickpocketing, and cheating at cards and dice.

#### ✦ **Intelligence focus**

Used for active actions related to wits, intelligence, or attentiveness. Common examples include spell use checks (p. 138) for words of true power spells, observation checks (p. 155), sixth sense checks (p. 155), monster knowledge checks (p. 153), and general knowledge checks (p. 154). It's also used for things like finding information or books containing desired information, appraising items to find their value or usage, remembering necessary information, and noticing changes.

#### ✦ **Intelligence endurance**

Used for continuous actions related to wits, intelligence, or attentiveness that take place over long periods of time. Common examples include spell maintenance checks (p. 141) for words of true power spells, sixth sense checks (p. 155), and observation checks (p. 155). It's also used for things like remaining cautious and remembering things you've read or heard.

#### ✦ **Intelligence reflex**

Used for instantaneous actions related to wits, intelligence, or attentiveness as well as for passive reactions, such as flashes of inspiration or noticing things suddenly. One common example is the sixth sense check (p. 155). It's also used for things like immediately sensing threats, seeing the lies in others' words, and coming up with hints to riddles.



## → 2 STATUS ←

This section describes the status section, which includes a character's life force, movement, spell uses, base spell resistance score, wound count, fatigue, and the attrition track.

### ✦ Life force

Represents how many physical injuries and how much tiredness a character can withstand.

In the box that says *2× Life Force*, write a value that is double your life force. If a character's wound count count is equal to or goes above what is written in *2× Life Force*, they die.

### ✦ Movement speed

Represents how far the character can move during one round (thirty seconds) of combat. When running normally, a character can move at twice this value, and at full speed, they can run at four times this value.

### ✦ Spell uses

How many times the character can use spells in one day. When a character uses a spell, they check a checkbox. It helps to always be conscious of how many more spells you can cast. If your character's spell use is the same as the number of spells they've cast, they typically cannot cast any more spells. However, by using Overcasting (p. 214), they can attempt to use spells beyond this limit.

### ✦ Base spell resistance

Represents how much the character can resist spells. This value is the basic score to be used in spell resistance checks (p. 145). The basic score for spell resistance checks is the character's psyche reflex, plus their adventurer level, plus any bonuses from spell resistance (p. 145).

### ✦ Wounds

A character's physical damage is represented by how many wounds they have.

When a character has a number of wounds greater than or equal to their life force, they will gain fatigue more easily. If their number



of wounds is greater than or equal to double their life force, they die. Initially, every character starts with 0 wounds.

### ◆ **Fatigue and fatigue rank**

Represents how exhausted the character is, both physically and mentally. Doing things like staying active without eating and sleeping or fighting for long periods of time will fatigue the character.

When a character suffers a point of fatigue, check one of the appropriate checkboxes. You record a character's fatigue by checking off the leftmost box on the very bottom, moving to the right. Once you've checked off an entire row, the character's fatigue rank rises. A character's current fatigue rank is equal to the highest row that has been completely checked off. The negative effects of that rank are written to the right.

A character's fatigue rank starts at 0. When a character's fatigue rank reaches 4, that character falls unconscious, and when it reaches 5, they will die. The extra checkbox inside the parentheses is only used if the character has acquired Perseverance (p. 236).

### ◆ **Attrition track**

At the end of each round of combat, check one of the checkboxes (either the box or the spiked bubbles) in the attrition track section. If you check off one of the spiked bubbles, the character suffers 1 point of fatigue. However, if their wounds are greater than or equal to their life force, the character instead suffers 1 point of fatigue for each regular box you check off, and 2 for each spiked bubble you check off.

From the fortieth round onward, each time a round ends, characters suffer 1 point of fatigue. However, if their wound count is equal to or greater than their life force, they suffer 2 points of fatigue.

The next section explains how to record things in the wounds, spell uses, and attrition track sections. Please refer to it when writing down values on your Adventure Sheet and changing your character's wounds and their combat counter.



## How to Record Wound Count, Spell Uses, and Attrition Track

Life Force 18 / (2× Life Force) 36

Movement Speed 21

Wounds 4→9→16

※The above notation shows three separate instances of being wounded: the first for 4 points, then for 5 points (totaling 9), then for 7 points (totaling 16).

Spell Uses 2/1

※The above notation shows that out of two spell uses, the character has used one already.

Fatigue	(EX)	Fatigue rank	Penalty
	□ (□)	5	Death.
	□□ (□)	4	Unconscious. −4 on all checks. Life force and movement speed halved.
	□□□ (□)	3	−3 on all checks. Life force and movement speed halved.
	■□□□ (□)	2	−2 on all checks. Movement speed halved.
	■ ■ ■ ■ ■ (□)	1	−1 on all checks.

※The above notation shows that the character has accumulated 6 points of fatigue, which means their fatigue rank is currently 1. Because of this, they take a −1 penalty on all checks.

### • Attrition Track

■ ■ ■ ■ ■ 5 ■ ■ ■ ■ ■ 10 ■ □ □ □ 15 □ □ □ 20

○ ○ ○ ○ ○ 25 ○ ○ ○ ○ ○ 30 ○ ○ ○ ○ ○ 35 ○ ○ ○ ○ ○ 40

※The above notation shows that the attrition track has been checked off up to 11.

In this state, if the character were to take a 6 hour rest...

Based on Recovery via Sleep (p. 201), the character recovers from wounds equaling half their life force, which is 9. Their spell uses return to maximum. For their fatigue, they roll 2d3+1, resulting in 1+2+1, equaling 4 points worth of fatigue recovered. Their attrition track is lowered by 10.



Life Force	18 / (2x Life Force) 36
Movement Speed	21
Wounds	4→9→16→7
Spell Uses	2/1→0

Fatigue	(EX)	Fatigue rank	Penalty
	□ (□)	5	Death.
	□□ (□)	4	Unconscious. -4 on all checks. Life force and movement speed halved.
	□□□ (□)	3	-3 on all checks. Life force and movement speed halved.
	□□□□ (□)	2	-2 on all checks. Movement speed halved.
	■ ■ □ □ □ (□)	1	-1 on all checks.

#### • Attrition Track

■ □ □ □ 5 □ □ 10 □ □ 15 □ □ 20  
 25 30 35 40

## 3 ADVANCEMENT SECTION

This is where you keep track of a character's experience points, advancement points, adventurer level, and class levels.

### ✦ Experience points

A PC's **experience points** represent how much they've experienced and what they've learned over the course of their life. When one becomes an adventurer, they gain experience points for things such as battles they were in, exploration, solving mysteries, and making deals. These points are gained all at once upon completion of the adventure goal, or when it is determined that the goal has been failed.

There are two sections here: **current experience points** and **cumulative experience points**. When a PC gains experience points, they first add the number of points they gained to both their current and



cumulative experience points. After that, by spending current experience points, they can do things like learn new classes (p. 222) or advance the level of a class they've already acquired.

Cumulative experience points are a total of all the experience points the character has gained. This value will increase but never decrease.

Points are expended from current experience points in order to acquire classes or advance them, so they will continually fluctuate.

### ◆ **Advancement points**

A character gains advancement points from completing adventures and advancing their adventurer level. Characters will spend these points to do things like acquiring skills (p. 222, p. 223) and otherwise growing.

### ◆ **Adventurer level**

A character's **adventurer level** is a representation of their overall strength and ability as an adventurer. The lowest is first level, while the highest is tenth level. As a guideline, first- through third-level characters are fledglings, fourth- through sixth-level characters are of middling standing, seventh- and eighth-level characters are veterans, and ninth- and tenth-level characters are considered heroes.

Adventurer level increases in proportion to a character's cumulative experience points.

### ◆ **Class levels**

A **class** is a representation of the field the PC excels at as an adventurer, and the role they fulfill within a party. In this book, there are eight classes: fighter, monk, ranger, scout, priest, dragon priest, sorcerer, and shaman.

A class's **level** is a value representing the character's experience in that class. The lowest is first level, while the highest is tenth level. Use the same guideline for adventurer levels for judging the strength of class levels.

## ↗ 4 SKILL SECTION ↖

This section is for keeping track of all the skills (p. 98, p. 222) the character has learned.



There are two types of skills: **adventurer skills** and **general skills**.

There are five mastery grades for adventurer skills: **beginner**, **intermediate**, **expert**, **master**, and **legend**. On the other hand, general skills only have three: **beginner**, **intermediate**, and **expert**.

Use the Mastery Grade column to keep track of your character's mastery grade for each skill. A character who has just been created (one whose adventurer level is 1) will be a **beginner** in all their skills. It may also help to use the Effects column to write down a rough description of each skill, as well as the page numbers of those skills explanations in the Page column for reference.

## ➤ 5 SPELL SECTION ➤

This section is for tracking a character's base spell use score, as well as all their acquired spells.

### ✦ Base spell use score

A character's **base spell use score** is whatever basic score is used for spell use checks (p. 138) when using words of true power spells, miracles, ancestral dragon arts, or spirit arts.

Depending on the type of spell the character casts, you'll write a different basic score here: your intelligence focus for words of true power spells, and your psyche focus for miracles, ancestral dragon arts, and spirit arts.

Next to Class Level, write down your sorcerer level for words of true power spells, your priest level for miracles, your dragon priest level for ancestral dragon arts, and your shaman level for spirit arts.

Next to Skills, etc., write down any bonuses from skills to spell use, as well as any equipment-based bonuses or penalties to spell use.

In the box labeled Total, write down the sum of all these things.

### ✦ Acquired spells

Use this section to keep track of all the spells (p. 44, p. 277) the character has acquired.

There are four types of spells: words of true power spells, miracles, ancestral dragon arts, and spirit arts.

For each spell, refer to its data to fill in the Spell System, Type



(Attribute), and Difficulty columns. It is also helpful to write down a rough description of the spell in the Effects column, as well as the spell's page number in the Page column for reference.

## ➤ 6 ATTACK SECTION ◀

In this section, you keep track of your character's base hit score along with any weapons they have equipped.

### ◆ Base hit score

This is the basic score used for hit checks (p. 136), which are made when performing melee or ranged attacks.

A character's base hit score is their technique focus, plus the level of the class using the weapon, plus any bonuses from skills and other sources. Certain classes and skills will only be able to use melee attacks, while others may only be able to use throwing attacks, a type of ranged attack. As such, the Adventure Sheet contains spots for three base hit score totals: melee, projectile, and throwing.

### ◆ Weapon details

Use this table to keep track of the weapons the character has equipped. Refer to the weapon information in the Weapon List (p. 353) to fill in the Weapon Name, Use/Attributes, Hit Modifier, Power, Range, and Effects columns.

For each weapon, add the previously calculated base hit score to the hit modifier, then write the result in the Total Base Hit Score column. Then add the level of the class using the weapon plus any modifiers from skills and other sources to the power and write the result in the Total Power column.

Player characters can equip up to three weapons. They can freely switch which equipped weapon they're holding by using a free action. Any weapons not equipped are treated as stored in their inventory, and switching to a weapon from the inventory requires spending a main action.



## 7 ARMOR SECTION

In this section, you keep track of the character's base dodge score, along with information about the armor they have equipped, their base block score, and information about the shields they have equipped.

### ✦ Base dodge score

This is the basic score used for dodge checks (p. 137), which are made when evading melee or ranged attacks.

A character's base dodge score is a combined total of their technique reflex, the level of the class doing the dodging, and any bonuses from skills and other sources.

### ✦ Armor details

Use this table to keep track of the armor the character has equipped. Refer to the armor information in the Armor List (p. 376) to fill in the Armor Name, Type/Attribute, Dodge Modifier, Movement Modifier, Armor Score, Stealth, and Effects columns.

For each piece of armor, add the previously calculated base dodge score to the dodge modifier, then write the result in the Total Base Dodge Score column. Next, add the character's movement speed plus any movement modifiers from possessions (p. 52) to the movement modifier and write the result in the Total Movement Speed column.

Player characters can only equip one piece of armor. Changing armor takes about ten minutes for cloth armor and light armor, and about thirty minutes for heavy armor.

### ✦ Base block score

This is the basic score used for block checks (p. 137), which are made when parrying melee or ranged attacks with a shield.

A character's base block score is a combined total of their technique reflex, the level of the class performing the block, and any bonuses from skills and other sources.

### ✦ Shield details

Use this section to keep track of the shield the character has equipped. Refer to the shield information in the Shield List (p. 381) to fill in the



Shield Name, Type/Attribute, Block Modifier, Block Score, Stealth, and Effects columns.

For each shield, add the previously calculated base block score to the shield's block modifier, then write the result in the Total Base Block Score column.

Player characters can only equip one shield at a time. Shields that are not equipped are considered to be in the character's inventory, and switching between them requires the use of a main action.

## ➤ 8 POSSESSIONS AND MONEY ➤

This section is for tracking a character's possessions and how much money they have on hand. There is no hard rule on how many items or how much money the character is able to carry. The players and GM should decide based on common sense how much they want to let characters carry.

### ✦ Possessions

Use the box labeled Possessions to keep track of any items the character has that are not equipped weapons, armor, or shields.

There are certain items that decrease movement speed while in possession of them. The total of all penalties to movement speed from all items in a character's possessions is called their **possession movement modifier**. A space to keep track of a character's possession movement modifier is provided in the Armor section, so write it down there.

### ✦ Money

Use the box labeled Money to keep track of how much currency the character has on hand. As a general rule, you record this as a number of silver coins, but you can feel free to carry other coinage, such as gold coins or great gold coins.

One great gold coin is equivalent to ten gold coins, one hundred silver coins, and one thousand bronze coins.



Use this section to record your character's name, race, age, gender, personal history, rank, number of adventures, number of adventures completed, and any physical traits. You can also use the Character Appearance box to draw a picture of your character or jot down any details about their upbringing or personality that you think of.

### ✦ Name, age, gender

You can decide a name for yourself. You may use a name formed of a race and class like in the original work, such as *Human Fighter* or *Elf Shaman*, or use nicknames along the same lines of *Goblin Slayer* or *Sharpclaw*. Alternatively, you can borrow the name of a character from a myth, legend, fantasy novel, or movie—the choice is completely up to you.

You can decide on whatever age you want. Ages of maturity and life spans differ based on race, so refer to the descriptions for each race for this.

As for gender, you can feel free to choose what you like.

### ✦ Race (p. 75)

There are five races: human, dwarf, elf, lizardman, and rhea.

Write down the race you choose when you create your character.

### ✦ History (p. 81)

Write down the origin, past, and encounter of your character when you create the character.

### ✦ Rank (p. 225, p. 468)

Write down your character's rank. Their rank is how far they've come as an adventurer and is determined by the Adventurers Guild. All characters who are just starting out as adventurers will be Porcelain rank.

By fulfilling certain conditions based on adventurer level, number of adventures, and number of adventures completed, characters can gain the right to take a promotion exam. Whether or not a character is actually promoted is up to the GM. When one or more characters undertake a promotion exam, the GM may instate a special quest or story that needs to be accomplished in order for those characters to advance in rank.



## ♦ Adventures/Completed (p. 36)

The Adventures section is for recording however many adventures the player character has gone on (how many stories they've played through).

The Completed section is for however many of those adventures they've completed successfully.

## ♦ Physical traits

Any physical traits the character has. There are columns for hair color and eye color, but you can write other things here, such as having a scar on one cheek or being tall and skinny. For lizardmen, it's a good idea to write down their scale color instead of a hair color.

## SIMPLE CREATION

The easiest way to make a character follows this process:

### 1: Choosing a Sample Character



### 2: Determine Your Profile



### 3: Simple Creation Character Complete!

## ➔ CHOOSING A SAMPLE CHARACTER ➔

Choose one sample character from the eight kinds offered on pages 56 to 71, then copy over their data to your Adventure Sheet.

Each sample character has the following entries:

①**Sample Number, Race, and Role:** A name expressing the general idea of the sample character. It's easiest to have balance in the party by choosing from the lowest numbers first.

②**Description:** An introduction of the character for the player. The [Few Players] entry shows how easy the character is to play in small groups. *Excellent* means that they're easy to play even with fewer players,



and we recommend prioritizing these characters especially if there are only two or three players. *Good* characters can work just fine in small groups as long as other *Excellent* characters are present. *Possible* characters are meant for more people and are recommended for groups of five or larger.

③**Basic Profile:** This shows the character's race, age, gender, and history, then rank, physical traits, hair color, and eye color. *Free* means that you can freely decide; if you're having trouble, you can copy over the example in parentheses.

④**Ability Scores:** Once you've copied over the ability scores, you'll write down their totals separately.

⑤**Status:** Life force, movement speed, spell uses, and base spell resistance.

⑥**Adventurer Level:** Adventurer level, experience points, and advancement points.

⑦**Class Levels:** Levels of classes that are at least first level.

⑧**Skills:** The adventurer skills and general skills the character has acquired, along with their mastery grades.

⑨**Base Spell Use Score:** If the character can use spells, the base spell use score for them.

⑩**Learned Spells:** The spells the character has acquired.

⑪**Base Hit Score:** The total base hit scores for melee, projectile, and throwing attacks.

⑫**Weapons:** The parameters actually used during the session, such as final totals.

⑬**Defense:** The character's base dodge score.

⑭**Armor:** The parameters actually used during the session, such as final totals.

⑮**Shield:** The parameters actually used during the session, such as final totals.

⑯**Money/Other Possessions:** All of what a character owns aside from their equipment.

⑰**Recommended Future Plans:** Advice for advancing the character.

⑱**Sample Background:** A sample upbringing for the character from the original creator. You can feel free to use this background or think up your very own.



## Sample PC #1: Human Swordfighter

[Few Players: Excellent] A character designed to excel in combat. They stand on the front line as both the shield and the spearpoint. Their main role is to attack with a one-handed sword and draw enemy attention with Provoke.

### Basic Profile

Race	Age	Gender	History
Human	Free (2d6+13)	Free	Knight / Peaceful / Fated Enemy

Rank	Physical Traits	Hair	Eyes
Porcelain	Free (Medium height and build)	Free (Light brown)	Free (Navy)

### Ability Scores

Strength	Psyche	Technique	Intelligence	Focus	Endurance	Reflex
3	2	3	3	2	4	2

### Status

Life Force	Movement Speed	Spell Uses	Base Spell Resistance
23	21	0	5

### Adventurer Level / Class Levels

Adventurer Level	Experience Points (Cumulative / Current)	Advancement Points
1	3,000 / 500	0

Class Levels
Fighter, 3 levels

### Adventurer Skills

Encumbered Action (Beginner), Weapons: Throwing Weapons (Beginner), Lucky (Beginner), Hardiness (Beginner), Provoke (Beginner)

### General Skills

Long-Distance Movement (Beginner), Riding (Beginner)

### Spells

Base Spell Use Score	Learned Spells
None	None



## ● Attacks

Base Hit Score	Melee	Projectile	Throwing
5	8	5	6

## ● Weapons

Weapon Name	Use / Attribute	Total Base Hit Score	Total Power	Effects
Shortsword	One-Handed / Sash, pierce, bludgeoning	6	1d6+3	Throwable, Parry (+0), SB: Sash (+0), SB: Pierce (+1)

## ● Defense

Base Dodge Score (Technique Reflex + Fighter/Monk/Scout)	8
--	---

## ● Armor: Leather Armor

Attribute	Total Base Dodge Score	Total Movement Speed	Total Armor Score	Stealth
Light	8	21	2	Normal

## ● Shield: Round Shield

Attribute	Total Base Block Score	Block Score + Total Armor Score	Stealth	Effects
Light	12	3+2	Normal	None

## ● Money / Other Possessions

5 silver coins / Adventuring tools, rations (7 days), clothing, healing potion (1)
--

## ● Recommended Future Plans

**[Priority Class Level]** Fighter

**[Top Priority Skills]** Hardiness, Shields, Parry

**[Recommended Skills]** Anticipate, Spell Resistance, Healing Affinity, Weapons: One-Handed Swords, Provoke, Piercing Attack

**[Other]** In the future, you'll want to purchase heavy armor and acquire the skills Armor: Heavy and Guard. Prioritize survivability!

### Sample Background: A New Hope

Your innocent dream to become a distinguished knight fell to pieces in the pub you marched into wearing your sword on your hip for the first time. You happened to run into a thug, who then stole your blade. A moment later, though, an adventurer delivered a single punch and knocked the thug to the floor. "You were lucky, greenhorn," said the adventurer as they returned your weapon to you—and as they turned and left, you found your new dream in their visage.



## Sample PC #2: Dwarf Priest-Fighter

[Few Players: Excellent] The protector of the party, whose main goal is to use Minor Heal to cure wounds. Your fighter levels are for self-defense, and you put a lot of importance on defensive movement. You'll want to use healing potions to mend your own wounds during combat.

### Basic Profile

Race	Age	Gender	History
Dwarf	Free (2d6+30)	Free	Priest / Destitute / Superior

Rank	Physical Traits	Hair	Eyes
Porcelain	Free (Medium height and build)	Free (Light brown)	Free (Black)

### Ability Scores

Strength	Psyche	Technique	Intelligence	Focus	Endurance	Reflex
4	3	4	1	3	3	1

### Status

Life Force	Movement Speed	Spell Uses	Base Spell Resistance
20	18	2	5

### Adventurer Level / Class Levels

Adventurer Level	Experience Points (Cumulative / Current)	Advancement Points
1	3,000 / 0	0

Class Levels	Class Levels
Fighter, 2 levels	Priest (any god), 2 levels

### Adventurer Skills

Healing Affinity (Beginner), Hardiness (Beginner), Magical Talent (Beginner)

### General Skills

Darkvision (Beginner), Craftsmanship (Beginner), Worship (Beginner), Survivalism (Beginner)

### Spells

Base Spell Use Score	Learned Spells
Miracles (Psyche Focus + Priest) 8	Minor Heal, Protection



## ● Attacks

Base Hit Score	Melee	Projectile	Throwing
7	9	7	7

## • Weapons

Weapon Name	Use / Attribute	Total Base Hit Score	Total Power	Effects
Mace	One-Handed / Bludgeoning	10	1d6+2	Throwable, SB: Bludgeoning (+0)

## ● Defense

Base Dodge Score (Technique Reflex + Fighter/Monk/Scout)	7
--	---

## • Armor: Leather Armor

Attribute	Total Base Dodge Score	Total Movement Speed	Total Armor Score	Stealth
Light	7	18	2	Normal

## • Shield: Round Shield

Attribute	Total Base Block Score	Block Score + Total Armor Score	Stealth	Effects
Light	11	3+2	Normal	None

## ● Money / Other Possessions

5 silver coins / Adventuring tools, rations (7 days), clothing, stamina potion (1)
--

## ● Recommended Future Plans

**[Priority Class Level]** Fighter, Priest (equally)

**[Top Priority Skills]** Hardiness, Magical Talent

**[Recommended Skills]** Anticipate, Spell Resistance, First Aid, Healing Affinity, Shields, Spell Expertise: Healing Spells

**[Other]** Acquire Guard to defend your allies. Also get Armor: Heavy and purchase heavy armor.

### Sample Background: Bearer of the Scales

Your parents, priests of the Supreme God, were your idols. It was only natural that you aspired to mete out justice and enter priesthood yourself. The world, however, cannot be judged in terms of simple good and evil. During a troubling time, the Supreme God answered your prayer, saying, "See with your own eyes." Bearing sword and scales, you set foot outside the temple—to see good and evil with your own eyes.



## Sample PC #3: Elf Ranger-Shaman

[Few Players: Good] You are the offensive root of the party, flinging ranged attacks and spells from the back line. Your capabilities are best put to use when those in the front line have an enemy held in place. Think about when to use Firebolt over Stupor, and vice versa.

### Basic Profile

Race	Age	Gender	History
Elf	Free (2d6×20)	Free	Hunter / Sheltered / Family

Rank	Physical Traits	Hair	Eyes
Porcelain	Free (Small and thin)	Free (Light blond)	Free (Deep blue)

### Ability Scores

Strength	Psyche	Technique	Intelligence	Focus	Endurance	Reflex
1	3	4	3	2	1	3

### Status

Life Force	Movement Speed	Spell Uses	Base Spell Resistance
20	24	2	7

### Adventurer Level / Class Levels

Adventurer Level	Experience Points (Cumulative / Current)	Advancement Points
1	3,000 / 0	0

Class Levels	Class Levels
Ranger, 2 levels	Shaman, 2 levels

### Adventurer Skills

Weapons: Bows (Beginner), Monster Knowledge (Beginner), Hardiness (Beginner), Curved Shot (Beginner)

### General Skills

Darkvision (Beginner), Beloved of the Fae (Beginner), No Preconceptions (Beginner)

### Spells

Base Spell Use Score	Learned Spells
Spirit Arts (Psyche Focus + Shaman) 7	Firebolt, Stupor



## ● Attacks

Base Hit Score	Melee	Projectile	Throwing
6	6	9	8

## ● Weapons

Weapon Name	Use / Attribute	Total Base Hit Score	Total Power	Effects
Short Bow	Two-Handed / Pierce	9	1d6+2	Range 60m, Pierce (+1), Rapid Fire (-4)

## ● Defense

Base Dodge Score (Technique Reflex + Fighter/Monk/Scout)	7
--	---

## ● Armor: Leather Armor

Attribute	Total Base Dodge Score	Total Movement Speed	Total Armor Score	Stealth
Light	7	20	2	Normal

## ● Shield: None

## ● Money / Other Possessions

5 silver coins / Adventuring tools, rations (7 days), clothing, quiver (2), arrow (20), first-aid supplies (5)

## ● Recommended Future Plans

**[Priority Class Level]** Ranger (heavy focus)

**[Top Priority Skills]** Weapons: Bows, Magical Talent

**[Recommended Skills]** Hardiness, Anticipate, Tactical Movement, Weapons: Bows, Rapid Fire, Curved Shot, Monster Knowledge, General Knowledge

**[Other]** Because you need less defense compared with frontline characters, you'll have a few advancement points to spare. Think about what skills would best complement your party's abilities.

### Sample Background: Eyes Unclouded

You and your older sister were inseparable. You knew nothing about the world and figured that you'd live with her forever. But one day, she suddenly departed the forest and never came back. Why had she left? Unwilling to sit idly by, you burst out of the forest yourself. All you need to do is become an adventurer like her, then everything will work out! Whether it's in the woods or a town, the spirits are the same!



## Sample PC #4: Lizardman Dragon Priest-Monk

[Few Players: Good] You are both an attacker and use Minor Heal for recovery. Your monk levels are mostly for defensive purposes. You're tasked with maintaining the front line. Healing potions are the best option for healing yourself during combat.

### Basic Profile

Race	Age	Gender	History
Lizardman	Free (2d6+11)	Free	Bishop / Battlefield / Master

Rank	Physical Traits	Hair	Eyes
Porcelain	Free (Lean and muscular)	Free (Light green)	Free (Orange)

### Ability Scores

Strength	Psyche	Technique	Intelligence	Focus	Endurance	Reflex
4	3	3	2	3	2	2

### Status

Life Force	Movement Speed	Spell Uses	Base Spell Resistance
19	18	1	6

### Adventurer Level / Class Levels

Adventurer Level	Experience Points (Cumulative / Current)	Advancement Points
1	3,000 / 0	0

Class Levels	Class Levels
Monk, 2 levels	Dragon Priest, 2 levels

### Adventurer Skills

Strengthened Immunity (Beginner), Hardiness (Beginner), Magical Talent (Beginner)

### General Skills

Darkvision (Beginner), Draconic Heritage (Beginner), Worship (Beginner), Cool and Collected (Beginner)

### Spells

Base Spell Use Score	Learned Spells
Ancestral Dragon Arts (Psyche Focus + Dragon Priest) 8	Minor Heal, Dragontooth Warrior



## ● Attacks

Base Hit Score	Melee	Projectile	Throwing
6	8	6	8

## • Weapons

Weapon Name	Use / Attribute	Total Base Hit Score	Total Power	Effects
Quarterstaff	Two-Handed / Bludgeoning	9	1d3+4	Parry (+1)

## ● Defense

Base Dodge Score (Technique Reflex + Fighter/Monk/Scout)	7
--	---

## • Armor: Padded Armor

Attribute	Total Base Dodge Score	Total Movement Speed	Total Armor Score	Stealth
Light	7	16	3	None

## • Shield: None

## ● Money / Other Possessions

2 silver coins / Adventuring tools, rations (7 days), clothing, healing potion (1), dragon priest's catalyst pouch (1), first-aid supplies (5)

## ● Recommended Future Plans

**[Priority Class Level]** Monk, Dragon Priest (equally)

**[Top Priority Skills]** Hardiness, Magical Talent

**[Recommended Skills]** Anticipate, Spell Resistance, Parry, Spell Expertise: Healing Spells, Provoke, Draconic Heritage

**[Other]** In the future, Dragontooth Warriors will help you out on the front lines. When choosing other spells, it might be a good idea to focus on survivability.

### Sample Background: The Path to Dragonhood

You've always believed that strength was the only thing that mattered. Raw power was all you thought necessary to reach the pinnacle of existence, the fearsome Naga, like your forefathers. But after suffering a grievous wound in battle, what you saw was a small, delicate human bring a giant to its knees using only a touch of the hand. You begged the human to teach you and learned much about the martial arts. Your eyes are open now, and you understand that there is a new way. It is time to start your journey over, sprinting up the path to dragonhood.



## Sample PC #5: Rhea Scout

[Few Players: Good] Your scout level is used for many different checks (p. 122) when exploring in noncombat situations. You have fair combat capability as well, serving as a frontline, close-combat brawler.

### Basic Profile

Race	Age	Gender	History
Rhea	Free (2d6+30)	Free	Shopkeeper / Orphan / Friend

Rank	Physical Traits	Hair	Eyes
Porcelain	Free (Medium height and build)	Free (Reddish brown)	Free (Deep blue)

### Ability Scores

Strength	Psyche	Technique	Intelligence	Focus	Endurance	Reflex
1	4	4	2	1	2	4

### Status

Life Force	Movement Speed	Spell Uses	Base Spell Resistance
19	27	0	9

### Adventurer Level / Class Levels

Adventurer Level	Experience Points (Cumulative / Current)	Advancement Points
1	3,000 / 500	0

Class Levels
Scout, 3 levels

### Adventurer Skills

Stealth (Beginner), Anticipate (Beginner), Observe (Beginner), Perseverance (Beginner), Hardiness (Beginner), Parry (Beginner)

### General Skills

Cooking (Beginner)

### Spells

Base Spell Use Score	Learned Spells
None	None



## ● Attacks

Base Hit Score	Melee	Projectile	Throwing
5	8	5	8

## ● Weapons

Weapon Name	Use / Attribute	Total Base Hit Score	Total Power	Effects
Shortsword	One-Handed / Slash	6	1d6+3	Throwable, Parry (+0), SB. Slash (+0), Pierce (+1)

## ● Defense

Base Dodge Score (Technique Reflex + Fighter/Monk/Scout)	11
--	----

## ● Armor: Cloth Armor

Attribute	Total Base Dodge Score	Total Movement Speed	Total Armor Score	Stealth
Light	11	25	1	Good

## ● Shield: Buckler

Attribute	Total Base Block Score	Block Score + Total Armor Score	Stealth	Effects
Light	14	2+1	Good	Parry (+1)

## ● Money / Other Possessions

5 silver coins / Adventuring tools, rations (7 days), clothing, healing potion (1), lockpicking tools

## ● Recommended Future Plans

**[Priority Class Level]** Scout

**[Top Priority Skills]** Hardiness, Martial Arts, Magical Talent

**[Recommended Skills]** Anticipate, Healing Affinity, Provoke, Stealth, Handiwork, Observe, Sixth Sense

**[Other]** Investing in survivability is just as important for a scout. After all, you shoulder the dangers of exploration and reconnaissance for your allies.

### Sample Background: Unwiling Flower

Is war and tragedy all the Four-Cornered World has to offer? Were someone smug enough to ask that question, you'd probably laugh through your nose at them. You and your comrades, having joined together with the intent of keeping out of such affairs, stubbornly live an exciting, pleasurable life in the darker alleys. Yet maybe it's time for you to turn over a new leaf. Doesn't the prospect of being an adventurer sound interesting?



## Sample PC #6: Human Sorcerer

[Few Players: Possible] You turn your wealth of knowledge and your sling, which makes good use of Weapons: Throwing Weapons, into your offense. Against strong opponents, you cast Enchant Fire on your frontline allies, then use Magic Missile to finish your enemies off.

### Basic Profile

Race	Age	Gender	History
Human	Free (2d6 + 15)	Free	Scholar / School / Junior

Rank	Physical Traits	Hair	Eyes
Porcelain	Free (Curvy build)	Free (Black)	Free (Blue-violet)

### Ability Scores

Strength	Psyche	Technique	Intelligence	Focus	Endurance	Reflex
3	2	2	4	2	4	2

### Status

Life Force	Movement Speed	Spell Uses	Base Spell Resistance
18	15	2	5

### Adventurer Level / Class Levels

Adventurer Level	Experience Points (Cumulative / Current)	Advancement Points
1	3,000 / 500	0

Class Levels
Sorcerer, 3 levels

### Adventurer Skills

Encumbered Action (Beginner), Weapons: Throwing Weapons (Beginner), Magical Talent (Beginner), Monster Knowledge (Beginner)

### General Skills

Long-Distance Movement (Beginner), Research (Beginner), General Knowledge (Beginner)

### Spells

Base Spell Use Score	Learned Spells
Words of True Power (Intelligence Focus + Sorcerer) 9	Magic Missile, Enchant Fire, Unlock



## ● Attacks

Base Hit Score	Melee	Projectile	Throwing
4	4	4	5

## • Weapons

Weapon Name	Use / Attribute	Total Base Hit Score	Total Power	Effects
Garnet Staff	Two-Handed / Bludgeoning	5	1d3+1	Parry (+1), +1 to Spell Use Checks for Words of True Power
Sling	One-Handed / Bludgeoning	7	1d3+1	Range 30m, Made for Throwing, Rapid Fire (-4)

## ● Defense

Base Dodge Score (Technique Reflex + Fighter/Monk/Scout)	4
--	---

## • Armor: Robe

Attribute	Total Base Dodge Score	Total Movement Speed	Total Armor Score	Stealth
Light	3	13	1	Normal

## • Shield: None

## ● Money / Other Possessions

12 silver coins / Adventuring tools, rations (7 days), clothing, healing potion (1), stamina potion (1), stone bullet pouch (1), stone bullets (10)

## ● Recommended Future Plans

**[Priority Class Level]** Sorcerer

**[Top Priority Skills]** Magical Talent

**[Recommended Skills]** Hardiness, Anticipate, Tactical Movement, Weapons: Throwing Weapons, Enhance Spells: Power, Bonus Spells: Words of True Power, Monster Knowledge, General Knowledge

**[Other]** Because of how difficult it is to increase your spell uses, improving both your knowledge and your throwing weapon skills will make you useful in more situations.

### Sample Background: Shadow Chaser

Books and knowledge have been your friends since a young age. It was no different when you became apprenticed to a sorcerer. You deeply enjoy learning magic; it is as natural to you as drinking water. That became a problem, however. Owing either to your curiosity or an accident, you called forth a terrible shadow. "The time has come," your master told you before you set foot into the Four-Cornered World for a grand adventure in pursuit of that shadow.



## Sample PC #7: Human Priest

[Few Players: Possible] Your role is to heal the party's wounds. During combat, you can use your Weapons: Throwing Weapons to good use by attacking with your sling, and once combat is over, you'll be using First Aid and Minor Heal to aid your allies.

### Basic Profile

Race	Age	Gender	History
Human	Free (2d6 + 13)	Free	Priest / Temple / Senior

Rank	Physical Traits	Hair	Eyes
Porcelain	Free (Thin and short)	Free (Blond)	Free (Blue)

### Ability Scores

Strength	Psyche	Technique	Intelligence	Focus	Endurance	Reflex
3	3	2	3	2	4	2

### Status

Life Force	Movement Speed	Spell Uses	Base Spell Resistance
19	15	2	6

### Adventurer Level / Class Levels

Adventurer Level	Experience Points (Cumulative / Current)	Advancement Points
1	3,000 / 500	0

#### Class Levels

Priest (any god), 3 levels

### Adventurer Skills

Encumbered Action (Beginner), Weapons: Throwing Weapons (Beginner), Magical Talent (Beginner), First Aid (Beginner)

### General Skills

Long-Distance Movement (Beginner), Worship (Beginner), Theology (Beginner)

### Spells

Base Spell Use Score	Learned Spells
Miracles (Psyche Focus + Priest) 8	Minor Heal, Protection, Blessing



## ● Attacks

Base Hit Score	Melee	Projectile	Throwing
4	4	4	5

## • Weapons

Weapon Name	Use / Attribute	Total Base Hit Score	Total Power	Effects
Priest's Staff	Two-Handed / Bludgeoning	5	1d3+1	Parry (+1), +1 to Spell Use Checks for Miracles
Sling	One-Handed / Bludgeoning	7	1d3+1	Range 30m, Made for Throwing, Rapid Fire (-4)

## ● Defense

Base Dodge Score (Technique Reflex + Fighter/Monk/Scout)	4
--	---

## • Armor: Priest's Robes

Attribute	Total Base Dodge Score	Total Movement Speed	Total Armor Score	Stealth
Light	3	13	2	Normal

## • Shield: None

## ● Money / Other Possessions

3 silver coins / Adventuring tools, rations (7 days), clothing, stamina potion (1), stone bullet pouch (1), stone bullets (10), first-aid supplies (3)

## ● Recommended Future Plans

**[Priority Class Level]** Priest

**[Top Priority Skills]** Magical Talent, First Aid

**[Recommended Skills]** Hardiness, Anticipate, Spell Resistance, Tactical Movement, Healing Affinity, Weapons: Throwing Weapons, Spell Expertise: Healing Spells

**[Other]** Because it's so difficult to increase your spell uses, you'll want to train your throwing weapon abilities as well. That will be a good way to help keep yourself safe.

### Sample Background: Preacher of Compassion

You have no blood-related family. The woman who took you in after being widowed in a battle, the priests who raised you at the temple, and the Earth Mother herself—they are your parents, your brothers and sisters, and your teachers. Upon reaching adulthood, you naturally followed them into service of the divine. Now, at last, you feel you can repay your debts to your family. And what better way to start than by heading off on an adventure to make the world a better place?



## Sample PC #8: Dwarf Shield Fighter

[Few Players: Good] You place heavy emphasis on being a shield for your party. Defense is your specialty, and you take hits for your nearby allies. In exchange, you'll want someone who specializes in offense among your fellows.

### Basic Profile

Race	Age	Gender	History
Dwarf	Free (2d6+30)	Free	Shield Breaker / Battlefield / Subordinate

Rank	Physical Traits	Hair	Eyes
Porcelain	Free (Big and muscular)	Free (Dark gray)	Free (Gold)

### Ability Scores

Strength	Psyche	Technique	Intelligence	Focus	Endurance	Reflex
4	2	5	1	3	3	1

### Status

Life Force	Movement Speed	Spell Uses	Base Spell Resistance
21	18	0	4

### Adventurer Level / Class Levels

Adventurer Level	Experience Points (Cumulative / Current)	Advancement Points
1	3,000 / 500	0

Class Levels
Fighter, 3 levels

### Adventurer Skills

Healing Affinity (Beginner), Strong Blow: Slash (Beginner), Hardiness (Beginner), Guard (Beginner)

### General Skills

Darkvision (Beginner), Craftsmanship (Beginner), Cool and Collected (Beginner)

### Spells

Base Spell Use Score	Learned Spells
None	None



## ● Attacks

Base Hit Score	Melee	Projectile	Throwing
8	11	8	8

## • Weapons

Weapon Name	Use / Attribute	Total Base Hit Score	Total Power	Effects
Hand Ax	One-Handed / Slash, bludgeoning	11	1d3+5	Throwable

## ● Defense

Base Dodge Score (Technique Reflex + Fighter/Monk/Scout)	9
--	---

## • Armor: Leather Armor

Attribute	Total Base Dodge Score	Total Movement Speed	Total Armor Score	Stealth
Light	9	18	2	Normal

## • Shield: Targe

Attribute	Total Base Block Score	Block Score + Total Armor Score	Stealth	Effects
Light	14	3+2	Normal	Parry (+1)

## ● Money / Other Possessions

5 silver coins / Adventuring tools, rations (7 days), clothing, healing potion (1)
--

## ● Recommended Future Plans

**[Priority Class Level]** Fighter

**[Top Priority Skills]** Hardiness, Guard, Shields, Parry

**[Recommended Skills]** Anticipate, Spell Resistance, Healing Affinity, Provoke, Parry, Rampart, Armor: Heavy

**[Other]** Aim to buy heavy armor as soon as possible. Focus on your damage, using Healing Affinity and healing potions to endure injury.

### Sample Background: Veteran Shield Breaker

You never falter on the battlefield. You defend your allies. You break the enemy's guard. That is what it means to be a proud dwarven shield breaker, and you are no exception. Yet during one particularly fierce skirmish, you lost friends and subordinates, a development that took its toll on you. Now you find yourself wanting to travel while defending beginner adventurers. It should be more pleasant than the bloody fights against the demons.



## 2. DETERMINE YOUR PROFILE

Decide on your character's name, age, gender, hair color, and eye color, then figure out a basic appearance for them. You can also choose any history for your character. There are predetermined ones in the profile, but you can ultimately go with whatever you like. A backstory that explains your character's motivation for turning to the adventuring life, and how they got where they are, will make it easier to immerse yourself in the game as a denizen of the Four-Cornered World.

For your character's path and motives to becoming an adventurer, you can, if you wish, use the following tables titled Path and Motives for Becoming an Adventurer Table A through C.

If you want to use one of them, first, roll 1d6. Use Table A if you get 1 or 2, B if you get 3 or 4, and C if you get 5 or 6. Then roll 1d6 again to determine which entry in that table is your path and motive.

**Path and Motives for Becoming an Adventurer Table A**

1d6	Path and Motives for Becoming an Adventurer
1	You lost a loved one, such as a family member, significant other, or important friend, and you've sworn revenge against the one who took them—whether it's a monster, bad guy, or someone in a position of authority. Decide who the target of your revenge is.
2	You owe a massive debt, and you became an adventurer to pay it off. Decide the reason for your debt, such as it being inherited from your parents or needing the money for family medical bills.
3	Someone close to you, such as a childhood friend, family member, or significant other, said they'd become an adventurer, so you did, too. Decide on what that person you became an adventurer with is doing now.
4	You became an adventurer because you received a divine revelation, or at least, you thought you did. Decide what sort of divine revelation you received (or thought you received).
5	You are searching for somebody. It could be a childhood friend who has gone missing, or a family member you were separated from long ago. It's up to you whom you're looking for.
6	You are employed to a certain person, and in order to carry out a mission they have for you, you became an adventurer. Decide whom you serve and your mission.



## Path and Motives for Becoming an Adventurer Table B

1d6	Path and Motives for Becoming an Adventurer
1	You committed a crime or were framed for one, and you were driven out from your homeland. You concealed your identity and became an adventurer, perhaps to find the true culprit and bring them to justice or just to hide.
2	Your homeland has been lost to a disaster, such as a monster attack or famine. You, who survived, have cast your homeland off, set forth, and become an adventurer in order to survive.
3	You're nothing if not curious, so you became an adventurer to discover the unknown. If possible, you'd like to go to places all over the world and see things none have laid eyes upon before.
4	You have a strength (whether sword skill, magical talent, or otherwise) that was far and away the best in your homeland, but you don't know how far that ability will take you in the broader world. You became an adventurer to find out.
5	You have someone, whether a stubborn father, the parents of a lover, someone you love one-sidedly, or a master whom you want to acknowledge you. You became an adventurer to prove your true strength.
6	You were born into a formerly elite family that has since fallen to ruin. Your entire clan now wishes only to regain their lost honor and reclaim their glory. You became an adventurer to gain the necessary renown to restore the family name.

## Path and Motives for Becoming an Adventurer Table C

1d6	Path and Motives for Becoming an Adventurer
1	You idolize those storied heroes who went from adventurer to king or defeated a demon lord. You became an adventurer in the hopes that one day, it would happen to you.
2	Someone close to you, such as a family member, was once an adventurer. After hearing so many adventuring stories, you wanted to become an adventurer yourself. Now it has finally happened.
3	You became an adventurer to meet your future lover. During your travels, or perhaps in some corner of a pub somewhere, is your lover, who waits for your fated first meeting. That doesn't necessarily mean that you've only got one potential lover, however.
4	You have a bad habit of wandering, so you could never get a normal job. With no other choice, you became an adventurer. Still, you probably won't be using a single town as your base for your adventures for very long.
5	You became an adventurer to get rich quick. You can decide freely what you will do with your wealth. Perhaps live in luxury, relax for the rest of your days, or start up a business.
6	Nothing you've ever done has gone well. After so many repeated failures, you decided to become an adventurer for the time being in the hopes that you'll find whatever path you're supposed to be taking.



### ➤ 3. SIMPLE CREATION CHARACTER COMPLETE! ◀

Once you've chosen a sample character and determined their profile, your character is complete.

#### NORMAL CREATION

In normal creation, you will choose all the data, including ability scores and skills, for your character on your own. You'll be creating a PC from scratch.

As such, normal creation is geared toward players who are used to the game or those who have a specific idea for a character in mind.

Follow these steps to create a character:

**1. Choose a Race**

**2. Determine Primary and Secondary Ability Scores**

**3. Determine a History**

**4. Add a Bonus Point to a Primary Ability Score**

**5. Write Down Your Status**

**6. Acquire Experience Points and Write Down Your Adventurer Level**

**7. Acquire a Class**

**8. Acquire Skills and Spells**

**9. Purchase Equipment and Possessions**

**10. Determine a Profile**



## ❖ 1. CHOOSE A RACE ❖

Choose one race from the five options: human, dwarf, elf, lizardman, and rhea.

Once you've chosen a race, you gain that race's **innate skills**. Write these acquired skills in the Skills section of your Adventure Sheet and write *Beginner* in the Mastery Grade column for each.

Each race also has their own ability score table and racial movement modifier. The **ability score table** will be used later to determine your primary and secondary ability scores. The **racial movement modifier**, in the same way, will be used to determine your movement speed.

### ❖ Regarding half-races

Half-races are only born between humans and other races.

If you decide to play a half-race, choose both of your parents' races.

Externally, a half-race will possess traits that are heavily human or heavily the other selected race.

### ● Human

Among those who have words, this is the race with the biggest sphere of influence. Possessing highly versatile abilities, they can work well as any class. In particular, they have high endurance and excel in abilities that allow them to throw things accurately over long distances.

A human is treated as an adult at 15 and generally lives anywhere between 50 to 80 years.

•**Innate Skills:** Adventurer Skills – Encumbered Action (Beginner), Weapons: Throwing Weapons (Beginner). General Skills – Long-Distance Movement (Beginner).

Primary Ability Score	Fixed Score	Random Determination
Strength	3	1d3+1
Psyche	2	1d3
Technique	2	1d3
Intelligence	3	1d3+1



Secondary Ability Score	Fixed Score	Random Determination
Focus	2	1d3
Endurance	4	1d3+2
Reflex	2	1d3
Racial Movement Modifier		×3

## ● Dwarf

Among those who have words, this race has the second largest sphere of influence, just beneath humans.

Their height only reaches about 150cm, but they have very tough, barrel-like bodies. They love liquor and feasts more than anything else, and they are valiant. Though they may be heavy and dull, they have high stamina and dexterity alike, making them competent warriors.

A dwarf is treated as an adult at 30 and generally lives anywhere between 800 to 900 years.

•**Innate Skills:** Adventurer Skills – Healing Affinity (Beginner). General Skills – Darkvision (Beginner), Craftsmanship (Beginner).

Primary Ability Score	Fixed Score	Random Determination
Strength	4	1d3+2
Psyche	2	1d3
Technique	4	1d3+2
Intelligence	1	1d3–1
Secondary Ability Score	Fixed Score	Random Determination
Focus	3	1d3+1
Endurance	3	1d3+1
Reflex	1	1d3–1
Racial Movement Modifier		×2

## ● Elf

Among those who have words, elves are the rarest race. They reside primarily in hidden settlements among ancient forests. They have long ears like bamboo grass leaves, are tall and slender, and are, above



all, immortal, giving them eternally youthful appearances. They lack stamina and endurance, but they boast high movement speed and are skilled in bow handling and the spirit arts. Thus, they are well suited for being archers, scouts, and shamans.

Elves grow slowly and have no life span, so a child is treated as an adult once they have become skilled in a field in their own right.

•**Innate Skills:** Adventurer Skills – Weapons: Bows (Beginner). General Skills – Darkvision (Beginner), Beloved of the Fae (Beginner).

Primary Ability Score	Fixed Score	Random Determination
Strength	1	1d3–1
Psyche	3	1d3+1
Technique	3	1d3+1
Intelligence	3	1d3+1
Secondary Ability Score	Fixed Score	Random Determination
Focus	2	1d3
Endurance	1	1d3–1
Reflex	3	1d3+1
Racial Movement Modifier		×4

## ● Lizardman

Among those who have words, they are the strongest, most valorous race. They name themselves descendants of the fearsome Naga, and many of them live in the jungles and wetlands to the south. They look like lizards standing upright, and because of their sharp claws and fangs, sturdy tails, and tough scales, they excel as fighters and monks. They are also suited to being dragon priests, who worship their ancestral dragons.

A lizardman is treated as an adult at 13, and though they insist they will live eternally until killed, most of them do end up dying in battle, so nobody knows what sort of life span they have.

•**Innate Skills:** Adventurer Skills – Strengthened Immunity (Beginner). General Skills – Darkvision (Beginner), Draconic Heritage (Beginner).



Primary Ability Score	Fixed Score	Random Determination
Strength	4	1d3+2
Psyche	3	1d3+1
Technique	2	1d3
Intelligence	2	1d3
Secondary Ability Score	Fixed Score	Random Determination
Focus	3	1d3+1
Endurance	2	1d3
Reflex	2	1d3
Racial Movement Modifier		×2

## ● Rhea

Among those who have words, this race is the most mysterious. Rheas are said to be denizens of the plains. They are about the height of a human child, are nimble, and are great at hiding, perhaps because of a natural shyness. At best, they are innocent and heroic, but at worst, they are pleasure-seeking and irresponsible. They possess very sharp wits, making them well suited for being scouts.

A rhea is considered an adult at 30, and they possess a life span of around 100 to 160 years.

•**Innate Skills:** Adventurer Skills – Stealth (Beginner), Anticipate (Beginner), General Skills – Cooking (Beginner).

Primary Ability Score	Fixed Score	Random Determination
Strength	1	1d3–1
Psyche	4	1d3+2
Technique	3	1d3+1
Intelligence	2	1d3
Secondary Ability Score	Fixed Score	Random Determination
Focus	1	1d3–1
Endurance	2	1d3
Reflex	4	1d3+2
Racial Movement Modifier		×3



### ✦ Advice on Choosing a Race

You are free to select whatever race and appearance you want. However, if you don't have any specific preferences, choosing a main class (p. 97) first will allow you to select a race with ability scores and innate skills that play into that class, making your character more effective during the session.

If you still haven't decided what sort of character you want to create, it is recommended that you choose a human. Humans have a balanced ability score spread and can easily put any class to good use.

Dwarves have high strength and technique, making them good as fighters and rangers. They also have fairly decent psyche focus, meaning they can be priests, dragon priests, or shamans as well.

Elves get Weapons: Bows and Beloved of the Fae as innate skills, so rangers and shamans are their best classes.

Lizardmen make for good fighters, monks, priests, dragon priests, and shamans. They can get especially good results out of being a monk, thanks to their innate skill Draconic Heritage.

Rheas have high technique reflex, making them good monks and scouts. They also have high psyche, making them effective priests, dragon priests, and shamans as well.

## ➤ 2. DETERMINE PRIMARY AND SECONDARY ABILITY SCORES ◀

There are two types of ability scores: **primary ability scores** and **secondary ability scores**.

The primary ability scores are strength, psyche, technique, and intelligence, while the secondary ability scores are focus, reflex, and endurance. Please see page 80 for a description of each ability scores.

### ● 2-1. How to Determine Ability Scores

Each race has its own fixed score for each primary and secondary ability score.



Write down each of the fixed scores in the ability score table for your chosen race into your ability score columns.

If the GM permits it, you can also determine your ability scores by the method written in the Random Determination section—this is an optional rule. If you do, and the total of your randomly determined ability scores is 15 or less, you can choose any one ability score and treat it as though you'd rolled a 3 on the 1d3.

### All Racial Ability Scores Table (Fixed Values)

	Human	Dwarf	Elf	Lizardman	Rhea
<b>Primary Ability Scores</b>					
Strength	3	4	1	4	1
Psyche	2	2	3	3	4
Technique	2	4	3	2	3
Intelligence	3	1	3	2	2
<b>Secondary Ability Scores</b>					
Focus	2	3	2	3	1
Endurance	4	3	1	2	2
Reflex	2	1	3	2	4

### Determining All Racial Ability Scores Table (Random Determination)

	Human	Dwarf	Elf	Lizardman	Rhea
<b>Primary Ability Scores</b>					
Strength	1d3+1	1d3+2	1d3-1	1d3+2	1d3-1
Psyche	1d3	1d3	1d3+1	1d3+1	1d3+2
Technique	1d3	1d3+2	1d3+1	1d3	1d3+1
Intelligence	1d3+1	1d3-1	1d3+1	1d3	1d3
<b>Secondary Ability Scores</b>					
Focus	1d3	1d3+1	1d3	1d3+1	1d3-1
Endurance	1d3+2	1d3+1	1d3-1	1d3	1d3
Reflex	1d3	1d3-1	1d3+1	1d3	1d3+2



## ● 2-2. Write Down Basic Scores

Sometimes, when a PC takes some sort of action, they will make a check to see whether that action succeeds. These checks are based on **basic scores**, which are combinations of primary and secondary ability scores.

There are twelve basic scores: strength focus, strength endurance, strength reflex, psyche focus, psyche endurance, psyche reflex, technique focus, technique endurance, technique reflex, intelligence focus, intelligence endurance, and intelligence reflex. These basic scores are each a total of one primary ability score and one secondary ability score. For example, a character's endurance focus is their endurance score plus their focus score.

The Adventure Sheet comes with a table to write all the basic scores in, using primary ability scores as the rows and secondary ability scores as the columns. In each of these basic score cells, write down the sum of the primary ability score to the left and the secondary ability score above.

## ➤ 3. DETERMINE A HISTORY ◀

Your PC's history describes what sort of societal status they were born into, what kind of environment they were raised in, and what experiences they've had. By determining your character's history, they will acquire classes and skills set for each history.

There are three parts to the history: **origin**, **past**, and **encounter**. To determine them, roll 2d6 on each of the tables—first, the Origin table, then the Past table, then the Encounter table. However, if there is a specific class or skill you'd like to acquire, you may decide your history freely with the GM's permission.

Once you've determined your history, write the origin, past, and encounter in the History section of your Adventure Sheet.

### ● 3-1. Determine an Origin

This table is for determining the class of the PC's parents or whoever may have raised them. In the Four-Cornered World, most people will either receive training from a young age to enter the same profession



as their parents, or they'll pursue a career of relatively simple physical labor. Because of this, a character's origin can let them acquire a class and skills in advance.

Roll 2d6, then find the resulting number on the Origin table for your chosen race. After that, acquire any classes or skills that particular origin grants you.

If you acquire a class, write it down in the Classes section of the Adventure Sheet with a level of 1. If you acquire any skills, write their names down in the Skills section of the Adventure Sheet with a mastery grade of Beginner.

### Human Origin Table

2d6	Origin	Acquirable Classes, Skills, Etc.
2	Adventurer	1 level of any class
3	Vagabond	1 level of monk, the general skill Perform: (any 1) (Beginner)
4	Hunter	1 level of ranger, the adventurer skill Monster Knowledge (Beginner)
5	Scholar	1 level of sorcerer, the general skill Research (Beginner)
6	Artisan	The general skill Artisan: (any 1) (Beginner), the adventurer skill Handiwork (Beginner)
7	Farmer	The general skill Production: Farming (Beginner), the adventurer skill Hardiness (Beginner)
8	Merchant	The general skill Negotiate: (any 1), 2d6×10 silver coins
9	Soldier	1 level of scout, the adventurer skill Sixth Sense (Beginner)
10	Knight	1 level of fighter, the general skill Riding (Beginner)
11	Priest	1 level of priest, dragon priest, or shaman; either the general skill Worship (Beginner) or the general skill Meditate (Beginner)
12	Noble	The general skill Leadership (Beginner), 2d6×50 silver coins. Roll 1d6: 1–3 means you are a lower noble (viscount or lower); 4–5 means you are an upper noble (count/earl, marquis, margrave, etc.); 6 means you are royalty (royal family, duke, etc.)



## Dwarf Origin Table

2d6	Origin	Acquirable Classes, Skills, Etc.
2	Adventurer	1 level of any class
3	Vagabond	1 level of monk, the general skill Perform: (any 1) (Beginner)
4	Hunter	1 level of ranger, the adventurer skill Monster Knowledge (Beginner)
5	Merchant	The general skill Negotiate: (any 1), 2d6×10 silver coins
6	Shopkeeper	1 level of fighter, monk, or scout; the adventurer skill Observe (Beginner) * Specifically a pub owner.
7	Smith	The general skill Artisan: Smithing (Beginner) (any 1), the adventurer skill Handiwork (Beginner)
8	Artisan	The general skill Artisan: (any 1) (Beginner), the adventurer skill Handiwork (Beginner)
9	Soldier	1 level of scout, the adventurer skill Sixth Sense (Beginner)
10	Shield Breaker	1 level of fighter, the adventurer skill Strong Blow: Slash (Beginner) * A traditional dwarven soldier class.
11	Priest	1 level of either priest or dragon priest, the general skill Worship (Beginner)
12	Noble	The general skill Leadership (Beginner), 2d6×50 silver coins Roll 1d6: 1–3 means you are a lower noble (viscount or lower); 4–5 means you are an upper noble (count/earl, marquis, margrave, etc.); 6 means you are royalty (royal family, duke, etc.)

## Elf Origin Table

2d6	Origin	Acquirable Classes, Skills, Etc.
2	Adventurer	1 level of any class
3	Vagabond	1 level of monk, the general skill Perform: (any 1) (Beginner)
4	Half-Elf	1 level of either ranger or shaman, the adventurer skill First Aid (Beginner) * An elf born of a half-elf. They may face prejudice, or they may not.
5	Craftsperson	The general skill Artisan: (any 1) (Beginner), the adventurer skill Handiwork (Beginner)
6	Soldier	1 level of scout, the adventurer skill Sixth Sense (Beginner)
7	Hunter	1 level of ranger, the adventurer skill Monster Knowledge (Beginner)
8	Poet	1 level in either sorcerer or shaman, the general skill Perform: Improvised Poem (Beginner)
9	Musician	1 level in either ranger or scout, the general skill Perform: Play (Beginner)
10	Storyteller	1 level in shaman, the general skill Negotiate: Persuade (Beginner)
11	Faith Healer	1 level in priest, the general skill Worship (Beginner)
12	Chief	The general skill Leadership (Beginner), 2d6×50 silver coins



## Lizardman Origin Table

2d6	Origin	Acquirable Classes, Skills, Etc.
2	Adventurer	1 level of any class
3	Vagabond	1 level of monk, the general skill Perform: (any 1) (Beginner)
4	Slave	1 level in either ranger or scout, the general skill Artisan: (any 1) (Beginner)
5	Cavalry	1 level in fighter, the general skill Riding (Beginner)
6	Engineer	1 level in scout, the general skill Craftsmanship (Beginner)
7	Archer	1 level in ranger, the adventurer skill Weapons: Bows (Beginner)
8	Spear Soldier	1 level in fighter, the adventurer skill Weapons: Spears (Beginner)
9	Foot Soldier	1 level in fighter, the adventurer skill Shields (Beginner)
10	Tactician	1 level in either sorcerer or dragon priest, the adventurer skill Anticipate (Beginner)
11	Bishop	1 level in either priest or dragon priest, the general skill Worship (Beginner)
12	Kingspawn	The general skill Leadership (Beginner), 2d6×50 silver coins

## Rhea Origin Table

2d6	Origin	Acquirable Classes, Skills, Etc.
2	Adventurer	1 level of any class
3	Vagabond	1 level of monk, the general skill Perform: (any 1) (Beginner)
4	Poet	1 level in either sorcerer or shaman, the general skill Perform: Improvised Poem (Beginner)
5	Scholar	1 level of sorcerer, the general skill Research (Beginner)
6	Artisan	The general skill Artisan: (any 1) (Beginner), the adventurer skill Handiwork (Beginner)
7	Farmer	The general skill Production: Farming (Beginner), the adventurer skill Hardiness (Beginner)
8	Merchant	The general skill Negotiate: (any 1), 2d6×10 silver coins
9	Shopkeeper	1 level of fighter, monk, or scout; the adventurer skill Observe (Beginner) * Specifically a pub owner.
10	Gardener	1 level in either ranger or scout, the general skill Production: Farming (Beginner)
11	Knight	1 level in fighter, the general skill Riding (Beginner)
12	Landowner	The general skill Leadership (Beginner), 2d6×50 silver coins



The Perform skill (p. 271) has several varieties, including Dance, Sing, Play, and Street Perform. When acquiring the Perform skill, choose one of these and write it down as *Perform: Dance*, *Perform: Sing*, or the like.

In the same way, the Artisan skill (p. 270) encompasses Smithing, Needlework, Carpentry, Leatherworking, and Metal-Carving. The Negotiate skill also has three versions: Persuade, Intimidate, and Tempt. When acquiring the Artisan or Negotiate skill, choose one subset.

### ● 3-2. Determine a Past

Determine what sort of experiences your character has had. Perhaps certain circumstances still persist.

On the Past table, once you've determined a past, you will acquire the skill in the Skill Acquired column. Write its name in either the Adventurer Skills or General Skills column (depending on the skill) on your Adventure Sheet, and write down *Beginner* as its mastery grade.

2d6	Past	Description	Skill Acquired
2	Slave	You were once a slave or were treated like one.	Labor (Beginner)
3	Prison	You committed a crime, were framed for one, or drew the ire of someone high-ranking. Regardless, you have served time in prison.	Criminal Knowledge (Beginner)
4	Battlefield	You have participated in a war or otherwise gotten wrapped up in one somehow.	Cool and Collected (Beginner)
5	Temple	Whether you were entrusted to the temple or entered it of your own accord, you have lived in a temple in the past.	Theology (Beginner)
6	Orphan	Circumstances led to you losing your parents or being abandoned, making you an orphan.	Perseverance (Beginner)
7	Peaceful	You've struggled before, but you've generally led a peaceful life.	Lucky (Beginner)
8	Destitute	You know what it's like to be poor, and how it feels to go hungry.	Survivalism (Beginner)
9	School	You have received an education from a scholar or teacher in your village, or you have experience going to a school or other place of study.	General Knowledge (Beginner)
10	Sheltered	You were raised with the utmost care; you almost never went out, and you generally had nobody to talk to except family.	No Preconceptions (Beginner)
11	Luxury	You've led a life of luxury around many a high-quality item or rare article.	Appraisal (Beginner)
12	Palace	You've visited palaces on occasion.	Etiquette (Beginner)



### ● 3-3. Determine an Encounter

Your character has had an important relationship with someone else in their life. That connection may still be the same as it was, or it may have changed or vanished altogether.

2d6	Past	Description
2	<b>Fated Enemy</b>	There is someone you despise and wish dead. It could also be a group or organization.
3	<b>Superior</b>	You have a particular superior in an organization of some sort that you belong to or once belonged to.
4	<b>Junior</b>	You have a junior who looks up to you and is friendly with you.
5	<b>Business Partner</b>	There is someone you have been dealing with for a long time.
6	<b>Subordinate</b>	You have a particular subordinate in an organization of some sort that you belong to or once belonged to.
7	<b>Family</b>	You have family that you are especially mindful about.
8	<b>Friend</b>	There is someone who treats you as a close friend.
9	<b>Senior</b>	You have a senior who helps you out a lot and is friendly with you.
10	<b>Betrothed</b>	You have a lover, either decided by a parent or one to whom you've sworn your future.
11	<b>Worthy Rival</b>	You have a rival who is always a match for you.
12	<b>Master</b>	You have a master who taught and guided you.

### ➤ 4. ADD A BONUS POINT TO A PRIMARY ABILITY SCORE ◀

Choose one of your four primary ability scores—strength, psyche, technique, and intelligence—and add 1 bonus point to it.

You can choose whichever ability score you like to add this bonus point to. You can use it to compensate for a relatively low score, or make a good score even better.

If you're not sure, try choosing an ability score related to the class you acquired from your history's origin. Fighters and monks can choose technique, sorcerers can choose intelligence, and priests, dragon priests, and shamans are well suited for psyche. If you haven't acquired a class



yet, you can decide once you've made up your mind about what class you'd like to acquire.

Once you add the bonus point to a primary ability score, the basic scores linked to that ability score will each go up by one. Make sure you remember to recalculate these basic scores.

## ➤5. WRITE DOWN YOUR STATUS➤

A character's status will change from moment to moment during their adventures. Keeping track of it all is what the Status section is for. This is where you'll write down your character's life force, movement speed, spell uses, and wounds, and where you'll keep track of their fatigue and attrition.

Of these, you don't need to write anything in the Wounds, Fatigue, or Attrition track sections yet. Not having anything in them is the normal state.

Now, you will determine your life force, movement speed, and how many spell uses your character will have.

### ● 5-1. Roll 2d6 three times and write each result down

First, roll 2d6 three times, then record each of the results. These three totals will be used to determine your character's life force, movement speed, and spell uses.

If the GM allows it, you may use 5, 7, and 9 as your three numbers. You can also decide whether or not to use these values after you've rolled 2d6 three times.

### ● 5-2. Determine life force

A character's life force is determined by adding up their strength, psyche, endurance, and one of the dice rolls. Choose whichever of the three dice rolls you wish from the previous results. Then cross out or erase the number you used for life force.

Life force is important to all characters, but for those who clash directly with their enemies, such as fighters and monks, it is vital. If you plan on making one of those classes your main one, it would probably be best to use your highest roll on your life force.

Once you've determined your life force, write it down in the Life



Force section of your Adventure Sheet. Also, write down twice your life force where it says *2× Life Force*.

### ● 5-3. Determine movement speed

A character's movement speed is determined by multiplying one of the three dice rolls by the character's racial movement modifier. Choose either one of the two remaining rolls. Then cross out or erase the number you used for determining movement speed.

Race	Racial Movement Modifier
Human	×3
Dwarf	×2
Elf	×4
Lizardman	×2
Rhea	×3

If your movement speed is too low, you may suffer more attacks from enemies who come at you with bows, throwing weapons, or magic. Because of this, especially for characters who only have melee attacks, having low movement speed can be a hindrance. Dwarves and elves would be best served allocating a high dice roll to their movement speed.

Once you've determined your movement, write it down in the Movement Speed box of your Adventure Sheet.

### ● 5-4. Determine spell uses

Use the final dice result of the three to determine how many spell uses your character has.

If the dice roll was 2 through 6, you have 0 uses; if it was 7 through 9, you have 1; 10 through 11 is 2; and 12 is 3.

Characters without a spell-casting class (sorcerer, priest, dragon priest, and shaman) still need their spell uses set. In addition, hereafter, any character who does acquire a spell-casting class will only be able to cast a number of spells equal to their spell uses per day.

For characters who have learned a spell-casting class, their number of spell uses is very important. The number of times a character can cast a spell in one day determines how often they can put their best qualities



to use. The more uses a character has, the more frequently they'll be able to help. Because of this, spell-casting characters will want to use a high dice roll when determining their spell uses. On the other hand, if you never plan to use spells, you can use your high rolls on life force and movement speed instead, leaving the lowest value for spell uses.

Once you've determined how many spell uses you have, write it down in the Spell Uses box of the Adventure Sheet.

## ➤ 6. ACQUIRE EXPERIENCE POINTS AND WRITE DOWN YOUR ADVENTURER LEVEL ◀

### ● 6-1. Acquire experience points

Each character begins with 3,000 experience points.

Write this number down in both the Current Experience Points and Cumulative Experience Points sections of your Adventure Sheet.

You use up these experience points to acquire classes or advance them.

There are two types of experience points: current and cumulative. When you spend points to acquire classes or advance them, you subtract them from your current experience points. Your cumulative experience points will not decrease. Any classes acquired via your origin do not affect your starting current and cumulative experience points. Thus, whether or not you've acquired a class through your origin at this point, your current and cumulative experience points will always start at 3,000.

### ● 6-2. Write down your adventurer level and base spell resistance score

A character's adventurer level represents their strength as an adventurer. However, this doesn't include their societal reputation, their level of contribution to the Adventurers Guild, or their personality, so it's separate from their Guild-issued rank (p. 225, p. 226).

Characters start with an adventurer level of 1. Write a 1 in the Adventurer Level box of your Adventure Sheet.

Then calculate the character's base spell resistance—the score that represents their defense against magic—and write it down, too. Base spell resistance is calculated as psyche reflex + adventurer level + any bonuses to spell resistance (p. 216).



### ● 6-3. Acquire advancement points

Starting out at adventurer level 1 gives a character 10 advancement points. You can spend these points to learn new skills or advance them.

Write down *10* in the Advancement Points section of your Adventure Sheet.

---

## ➤ 7. ACQUIRE A CLASS ➤

---

Classes represent the fields of adventuring a character excels in, as well as the role they play in their party.

By spending current experience points to acquire a class, a character can learn the techniques or knowledge required for handling weapons, dodging attacks, using and understanding magic, or locating and disarming traps.

### ● 7-1. Freedom of class choice

There are eight classes a character can acquire in this book: fighter, monk, ranger, scout, sorcerer, priest, dragon priest, and shaman.

Of these, fighter, monk, ranger, and scout are considered fighter-type classes, while sorcerer, priest, dragon priest, and shaman are considered spell-casting classes.

Characters can acquire whatever classes they like in whatever combination they desire. This allows players to create a wide variety of different characters.

For example, if you've acquired one level in fighter and one in priest, you would be able to fight with a sword and spear as a fighter but also be able to cast the miracle Minor Heal to cure wounds, effectively making you a war priest.

However, you cannot choose both priest and dragon priest. These two classes have different faiths, so a character can't learn them both at once. There are also restrictions on what weapons and armor a character can equip depending on their class. For more information, see the descriptions for each class.

### ● 7-2. Proper equipment for classes

Each class has appropriate weapon and armor types. These weapons and armor are called **proper equipment**.



### ✦ For weapons

When a character is equipped with a proper weapon for a specific class, they can add that class's level to the basic score for hit checks on melee and ranged attacks (their base hit score) as well as to their power (the score used for calculating damage). Because of this, using an appropriate weapon will make it easier to land hits and deal more damage to enemies compared with weapons that don't suit your class.

For example, one-handed swords, two-handed swords, axes, spears, and maces are proper equipment for fighters. Thus, if a fighter was to use a bow, they wouldn't be able to add their fighter level to their base hit score or power. However, if a player doesn't mind not being able to add their fighter level to their character's base hit score or power, they can still use a bow. There are almost no penalties to using a weapon that isn't proper equipment aside from not being able to add that class's level to your character's base hit score and power.

### ✦ For armor

The penalties for equipping armor that is not proper equipment are much stricter than those of weapons. If a character dons armor that is not appropriate, then during checks that use their class level, they won't be able to add their class level to any basic scores related to strength or technique (that includes strength focus, strength endurance, strength reflex, technique focus, technique endurance, and technique reflex).

For example, if a ranger character, who can only wear clothing and light armor, were to equip heavy armor, then even if they performed a ranged attack with a bow, they couldn't add their ranger level to their base hit score or power. The same goes for a monk equipping either light armor or heavy armor. This is so that characters with such classes won't have inappropriate armor obstructing the actions they've learned. In addition, if a spell-casting class equips inappropriate armor, they will not be able to use spells at all, so be careful. Once you've chosen a class and you're purchasing equipment (9. Purchasing Equipment and Possessions, p. 52), please take note of these limitations.

## ● 7-3. How to acquire classes

By spending 1,000 experience points, a character can acquire one level of one class.



In addition, by spending even more experience points, they can raise the level of a class they've already acquired. Going from first level to second level requires 1,000 points, and going from second level to third level requires 1,500. For example, you could acquire a class you don't already have, then immediately advance it to second level. That would require 2,000 experience points in total.

Experience points spent in this way are subtracted from your current experience points. Leave the cumulative experience points as they are.

The amount of experience points required for acquiring and advancing classes are listed in full in the Required Experience Points to Acquire and Advance Classes table (p. 223). This table lists the necessary experience points for advancing a class up to tenth level. However, when creating a character, you won't need that much information, so an excerpt that goes up to third level is provided below.

This table's Level column is not the level before advancing (your current level). It is the level after advancing (the new level). Thus, when acquiring a class you don't yet have, refer to the 1 row, and if you want to advance from first level to second level, refer to the 2 row.

### Experience Points for Acquiring Classes (Excerpt)

Level	Required Experience Points (Total)
1	1,000
2	1,000 (2,000)
3	1,500 (3,500)

You don't need to force yourself to use all your experience points at this time. It's fine to set aside some experience points for future advancement.

If you've already acquired a class through your history, you could both advance the class your history gave you to second level, then learn two levels of a second class as well.

For example, if your origin is scholar, then you will have already acquired one level of sorcerer. If you advance sorcerer to second level, spending 1,000 points, you could also then acquire two levels of ranger by spending 2,000 points. Alternatively, you could raise your sorcerer level to 3 and leave the remaining 500 points for later.



## CLASS DESCRIPTIONS

### ➤ FIGHTER-TYPE CLASSES ◀

Fighter, monk, ranger, and scout are known as fighter-type classes.

These classes are all suited for fighting with weapons in hand. Upon acquiring a fighter-type class, it becomes easier for attacks with weapons to land, and those attacks will deal more damage in turn. Additionally, these classes will help you do things such as avoid enemy attacks or stop them with your shield to reduce incoming damage.

Of these four, ranger and scout have the most potential for being useful in noncombat situations. There are plenty of fighter-type skills with lots of uses, however.

#### ● **Fighter**

Able to wield many different weapons and shields, wrapped in sturdy armor, able to hold the enemy off before their comrades, and experts in close-range brawls, the fighter is the representative of fighter-type classes. They can exhibit stable power both offensively and defensively.

#### **Fighter Traits**

Main Checks Using Fighter Level	Hit checks, dodge checks, block checks
Important Ability Scores	Strength, technique
Proper Equipment: Weapons	One-Handed swords, two-handed swords, axes, spears, maces
Proper Equipment: Armor	All armor, all shields

#### ● **Monk**

A fighter-type class that attacks barehanded or with close-combat weapons, nimbly dodging enemy attacks all the while. Though they have tight restrictions on what weapons and armor they can equip, they can use their swiftness as a weapon to run circles around the enemy.



## Monk Traits

Main Checks Using Monk Level	Hit checks, dodge checks, acrobatics checks, jump checks
Important Ability Scores	Technique, reflex
Proper Equipment: Weapons	Close-combat weapons, staves, throwing weapons
Proper Equipment: Armor	Clothing

## ● Ranger

Masters of bows and throwing weapons, this fighter-type class can strike from a distance. It's also well suited for acting within natural environments.

## Ranger Traits

Main Checks Using Ranger Level	Hit checks, first aid checks, stealth checks, acrobatics checks, observation checks, sixth sense checks, jump checks
Important Ability Scores	Technique, intelligence
Proper Equipment: Weapons	Bows, throwing weapons
Proper Equipment: Armor	Clothing, light armor

## ● Scout

A fighter-type class that excels in reconnaissance and investigation. They will serve a party well in many situations, from exploring and lockpicking to setting and disarming traps and stealth actions. They can't use heavy weapons or armor, but they can still fight using light-weight weapons and armor.

## Scout Traits

Main Checks Using Scout Level	Hit checks, dodge checks, block checks, stealth checks, acrobatics checks, observation checks, sixth sense checks, jump checks, handiwork checks, criminal knowledge checks
Important Ability Scores	Technique, intelligence
Proper Equipment: Weapons	Light melee weapons, throwing weapons
Proper Equipment: Armor	Light armor and shields



## ❖ SPELL-CASTING CLASSES ❖

Sorcerers, priests, dragon priests, and shamans make up the four **spell-casting classes**. These classes aren't great at handling weapons. In exchange, they use the power of magic in the form of **spells** to produce all manner of mysterious phenomena.

Each of the spell-casting classes differs in its inclinations and what types of spells it can use. These varieties of magic and inclinations are called **spell systems**.

The class and spell system pairings are as follows: Sorcerers use **words of true power spells**, priests use **miracles**, dragon priests use **ancestral dragon arts**, and shamans use **spirit arts**.

If and when you acquire a spell-casting class, you can learn a number of spells from that class's spell system equal to that class's level.

### ● Sorcerer

This spell-casting class can use spells that involve chanting words of true power to alter the world's rules. Sorcerers possess spells that can directly attack enemies as well as strengthen their allies. They can also use spells for helpful tasks like lighting torches. They tend to be scholarly, so they have a broad range of knowledge as well.

#### Sorcerer Traits

Spell System	Words of true power spells
Main Checks Using Sorcerer Level	Spell use checks and spell maintenance checks for words of true power spells, monster knowledge checks, knowledge checks, research checks, magic knowledge checks, meditation checks
Important Ability Scores	Intelligence
Proper Equipment: Weapons	None (there are no weapons appropriate for any sorcerer level)
Proper Equipment: Armor	Light armor and shields

### ● Priest

This spell-casting class can gain the power of the gods by staying faithful to them and offering up prayers, enabling them to use **miracles**. They are mainly geared toward healing and support.



Priests must choose one faith: the Supreme God, the Earth Mother, the Valkyrie, the Trade God, or the God of Knowledge. They cannot worship multiple deities. Thus, any character who has acquired priest cannot acquire dragon priest, which worships ancestral dragons.

### Priest Traits

Spell System	Miracles
Main Checks Using Priest Level	Spell use checks and spell maintenance checks for miracles, first aid checks, monster knowledge checks, worship checks, theology checks, knowledge checks related to the chosen god (law-related for the Supreme God, agriculture-related for the Earth Mother, war-related for the Valkyrie, trade-related for the Trade God, or research- and/or history-related for the God of Knowledge)
Important Ability Scores	Psyche
Proper Equipment: Weapons	None (there are no weapons appropriate for any priest level)
Proper Equipment: Armor	All armor and shields

### ● Dragon Priest

Offering their faith to the fearsome Naga, said to be the ancestor of all lizardmen, this spell-casting class calls upon their power to use **ancestral dragon arts**. Even those who are not lizardmen can acquire dragon priest as long as they worship the fearsome Naga. However, a character cannot worship ancestral dragons and a god at the same time, so any character who has acquired dragon priest cannot acquire priest.

### Dragon Priest Traits

Spell System	Ancestral dragon arts
Main Checks Using Dragon Priest Level	Spell use checks and spell maintenance checks for ancestral dragon arts, first aid checks, monster knowledge checks, worship checks, psyche resistance checks, theology checks, intelligence resistance checks
Important Ability Scores	Psyche, focus
Proper Equipment: Weapons	None (there are no weapons appropriate for any dragon priest level)
Proper Equipment: Armor	All armor and shields



## ● Shaman

A spell-casting class that borrows strength from spirits, which permeate the Four-Cornered World, to use what is known as **spirit arts**. They can use many elemental earth, water, fire, and wind spells and are said to be sharp of wit. It's thought this is because spirits warn them of things.

### Shaman Traits

<b>Spell System</b>	Spirit arts
<b>Main Checks Using Sorcerer Level</b>	Spell use checks and spell maintenance checks for spirit arts, monster knowledge checks, sixth sense checks, meditation checks
<b>Important Ability Scores</b>	Psyche, intelligence
<b>Proper Equipment: Weapons</b>	None (there are no weapons appropriate for any shaman level)
<b>Proper Equipment: Armor</b>	Light armor and shields

### Tips for Choosing Classes

When selecting classes, it's best to think about what kind of character you'd like to create.

If you want to make an attacker who will stand in front of their allies and mow down one enemy after another, fighter and monk would be best. Fighters and monks can't neglect defense, however. Fighters can don highly protective armor and shields to defend themselves and act as a decoy to draw enemy attacks. Monks, on the other hand, can only equip light armor, but they make up for it with their excellent dodging abilities, which allow them to slip past enemy attacks.

Then there are other attackers, like rangers, who launch attacks from behind their allies. They can focus on offense without worrying too much about their defense. Sorcerers and shamans are similar—they attack enemies using spells from the back line. Yet because a character can only use a few spells per day, they need to bolster this with throwing weapons or bows.

If you'd rather make a character who focuses on healing wounds, priest and dragon priest are the best for that. In addition to being able to use Minor Heal, they can cure wounds in the middle of battle



with First Aid, an ability shared by rangers. Many priest and dragon priest spells strengthen allies and obstruct enemy actions, so they're great supporters.

Scouts are explorers, effective in many noncombat situations, such as sensing threats, locating and disarming traps, and unlocking doors. A ranger could fulfill the same role, but not as well as a scout could.

## ➤ 8. ACQUIRE SKILLS AND SPELLS ◀

### ● 8-1. Acquire Skills and Skill Mastery Grades

By spending advancement points, your character can learn a skill.

Skills are ways of representing what your character is good at or some field they excel in, more precisely than classes can. They express things like individual techniques related to things such as their weapon proficiencies or possessing knowledge of a specific field. Some skills enable your character to use special actions, others can be useful no matter what classes your character has acquired, and yet others can strengthen a specific facet of a class.

#### ◆ Adventurer skills and general skills

There are two types of skills: **adventurer skills**, which are useful specifically for adventurers, and **general skills**, which don't have a lot to do with adventuring.

Adventurer skills include skillfully handling weapons, strengthening one's usage of magic, undoing locks, disarming traps, and sensing danger—skills that your character, an adventurer, will have many opportunities to use during their journey. In order to learn these adventurer skills, a character must undergo special training or field practice during an adventure, so you'll need to spend more advancement points to acquire and master them.

General skills are ones learned by those who aren't adventurers as part of their daily lives, such as making delicious meals, a craftsman creating handiwork, or a merchant getting the better of a deal. Compared with adventurer skills, these general skills need less advancement points to acquire and master.



## ✦ Mastery grades

Adventurer skills have five mastery grades: **beginner**, **intermediate**, **expert**, **master**, and **legend**. A character will first acquire any skill at beginner. They can then raise it one at a time through the grades, next moving to intermediate, and after that to expert. The higher the mastery grade, the more advancement points will be needed to acquire it, but the skill's effects will grow stronger.

General skills have mastery grades as well, but only three: **beginner**, **intermediate**, and **expert**. A character must acquire a general skill at beginner first, before obtaining intermediate, and, later, expert grade.

That said, any type of skill, whether adventurer or general, can only be learned up to beginner grades when creating a character. A fresh character will not be able to acquire anything of intermediate grade or higher.

The number of advancement points needed to acquire skills, as well as how many to increase their grades, is listed in the Advancement Points Required to Learn Skills table (p. 224).

This table lists the requisite number of advancement points to progress a skill from beginner to legend. However, skill mastery grades are limited by the adventurer's level, and at adventurer level 1, a character can only acquire beginner-grade skills. Below is an excerpt containing only how many points are needed to acquire a skill at beginner grade.

Skill Mastery Grade	For Adventurer Skills	For General Skills
Beginner	5 points	1 point

Some skills have **prerequisites** for acquiring them. For example, if a skill lists *Prerequisite: At least 1 level in any spell-casting class*, the character must have acquired at least one level of sorcerer, priest, dragon priest, or shaman.

For details on the table that summarizes the necessary advancement points to advance skills to legend grade, as well as the mastery grade restrictions based on adventurer level, refer to the Character Growth section (p. 220). To learn about individual skills, see the Skills section (p. 98).

Below is a list of recommended skills for each class that you may



use when deciding which skills you want your character to acquire. Skills listed in the All Classes row are ones that can easily be useful no matter what classes your character has. If you're not sure which skills to acquire, you can't go wrong taking the ones in this list.

### Recommended Skills for Each Class

Class	Recommended Skills
<b>All Classes</b>	Anticipate (p. 235), Hardiness (p. 235)
<b>Fighter</b>	Weapons: (any of One-Handed Swords, Two-Handed Swords, Axes, Spears, or Maces) (p. 363), Armor: (either Light or Heavy) (p. 376), Guard (p. 245), Provoke (p. 246)
<b>Monk</b>	Weapons: Close-Combat (p. 368), Martial Arts (p. 404), Provoke (p. 246), Alert (p. 254)
<b>Ranger</b>	Weapons: Bows (p. 374), First Aid (p. 239), Rapid Fire (p. 250), Curved Shot (p. 251)
<b>Scout</b>	Weapons: (any from One-Handed Swords, Axes, Spears, Maces, or Staves) (p. 365), Observe (p. 240), Handiwork (p. 241), Sixth Sense (p. 240)
<b>Sorcerer</b>	Monster Knowledge (p. 257), Enhance Spells: Power (p. 259), Bonus Spells: Words of True Power (p. 281), Magical Talent (p. 260)
<b>Priest</b>	Monster Knowledge (p. 257), Bonus Spells: Miracles (p. 259), Magical Talent (p. 260), Faith: (any from Supreme God, Earth Mother, Valkyrie, Trade God, God of Knowledge) (p. 275)
<b>Dragon Priest</b>	Monster Knowledge (p. 257), Bonus Spells: Ancestral Dragon Arts (p. 323), Magical Talent (p. 260), Faith: Ancestral Dragon (p. 323)
<b>Shaman</b>	Monster Knowledge (p. 257), Bonus Spells: Spirit Arts (p. 259), Magical Talent (p. 260), Beloved of the Fae (p. 276)

### ● 8-2. Acquire Spells

Characters who have acquired spell-casting classes are able to learn a number of spells equal to that class's level. As such, whenever a character acquires a spell-casting class or gains a level in one, they will acquire one spell.

However, if the character has any skill labeled Bonus Spells, that character can learn extra spells of that spell system. For example, having Bonus Spells: Miracles (Beginner) will allow the character to acquire one additional miracle, and Bonus Spells: Words of True Power (Intermediate) will allow that character to learn two additional words



of true power spells. Bonus Spells: Miracles (Legend) would allow the character to learn *five* extra miracles.

Below is a list of suggested spells for each spell-casting class. Please make use of it when choosing spells.

### Recommended Spells for Each Spell-Casting Class

Class	Recommended Spells
Sorcerer	The most basic attack spell: Firebolt (p. 299) An attack spell that enemies can't resist: Magic Missile (p. 304) A spell that deals additional damage when weapon attacks hit: Enchant Fire (p. 284) A spell to unlock doors and chests: Unlock (p. 282)
Priest	Recovering from wounds: Minor Heal (p. 311) Defending against enemy attacks by creating a wall: Protection (p. 314) An uncharacteristically offensive miracle: Holy Smite (p. 315) Raising both an attack's hit modifier and power: Blessing (p. 313)
Dragon Priest	A spell to create Dragontooth Warriors (p. 601) and use them: Dragontooth Warrior (p. 601) To recover from fatigue: Vitality (p. 311) To heal wounds: Minor Heal (p. 311)
Shaman	To attack multiple enemies in an area: Stone Blast (p. 340) The most basic attack spell: Firebolt (p. 299) To blur an enemy's consciousness or put them to sleep: Stupor (p. 344) To block an enemy's movements: Bind (p. 349)

## 9. PURCHASE EQUIPMENT AND POSSESSIONS

A character will always start with adventuring tools (p. 388) and seven days' worth of rations (p. 398), both of which are already written on an Adventure Sheet.

A character will also possess 100 silver coins. If their origin is noble, chief, kingspawn, or landowner, they will have an additional 2d6×50 silver coins, and if their origin is merchant, they will have an additional 2d6×10 silver coins. Write this amount of silver coins down in the Money section.

Use this money to purchase weapons, armor, and other possessions for your character. Take note of each class's proper equipment for weapons and armor. For proper equipment, see each class's description in the Class section (p. 90).

In addition, if your character has a spell-casting class, there are items they will need to be holding to use their spells, or ones that provide a



bonus. Some items affect skills in the same way; these items are listed in the table below. Please refer to it when purchasing possessions.

### Items Related to Classes and Skills

Class	Related Items
<b>Sorcerer</b>	Words of true power spell focus (p. 389), high-quality catalyst (p. 390)
<b>Priest</b>	Holy symbol (p. 389), high-quality catalyst (p. 390)
<b>Dragon Priest</b>	Dragon priest's catalyst pouch (p. 389), high-quality catalyst (p. 390)
<b>Shaman</b>	Shaman's bag (p. 389), high-quality catalyst (p. 390)
Skill	Related Items
<b>Weapons: Throwing</b>	Stone bullets for use with slings or sling staves (p. 390) Stone bullet pouch for storing stone bullets (p. 390) Dart belt for storing darts (p. 391)
<b>Weapons: Bows</b>	Arrows and bolts for use with bows (p. 390) Quiver for storing arrows and bolts (p. 391) Darts for use in dart guns (p. 374) Dart belt for holding darts (p. 391) Black powder and bullets for use with hand cannons (p. 391) Gunpowder bag for storing black powder and bullets (p. 391)
<b>First Aid</b>	First-aid supplies (p. 388)
<b>Handiwork</b>	Lockpicking tools (p. 388), trapping tools (p. 388)
<b>Artisan: XX</b>	Artisan's tools (p. 389)

### ● Recording Possessions and Calculating Possession Movement Modifier

When your character purchases any item that is not a weapon or armor they would equip, write it in the Possessions section.

Some items apply movement speed penalties while you have them. The total of all movement speed penalties from items in a character's possessions is called the **possession movement modifier**. There is a section in the armor heading to write down this modifier, so please use it.

A character's possession movement modifier plus their armor's movement modifier is the total penalty to their movement. A character's movement speed may go down significantly if they're carrying a significant number of items.



## ➤ RECOMMENDED EQUIPMENT SETS FOR EACH CLASS ➤

This section lists two different suggestions for weapons, armor, and other items for each class. If you don't know which weapons and armor to buy, or which items you'll need to have, you can either use one of these recommended sets for your character's class as a reference or buy the whole set outright.

### ● 1. Recommended Sets for Fighters

#### ◆ Recommended Fighter Set A      Total Price: 95 silver coins / Remaining: 5 silver coins

Weapon	Shortsword (p. 356)	20 silver coins
Armor	Leather armor (p. 379)	30 silver coins
Shield	Round shield (p. 383)	35 silver coins
Other	Healing potion (p. 399)	10 silver coins

Equipment for a fighter that balances defending against enemy attacks with a round shield and counterattacking with a shortsword. With the Weapons: One-Handed Swords, Armor: Light, and Shields skills, the character's shortsword, leather armor, and round shield will be even stronger.

#### ◆ Recommended Fighter Set B      Total Price: 85 silver coins / Remaining: 15 silver coins

Weapon	Eastern saber (p. 358)	45 silver coins
Armor	Leather armor (p. 379)	30 silver coins
Shield	None	
Other	Healing potion (p. 399)	10 silver coins

Equipment for an offensive fighter who deals large amounts of damage with a two-handed eastern saber. With the Weapons: Two-Handed Swords, Parry, and Armor: Light skills, the character's eastern saber and leather armor will be even stronger.



## ● 2. Recommended Sets for Monks

### ✦ Recommended Monk Set A      Total Price: 100 silver coins / Remaining: 0 silver coins

Weapon	Battle rod (p. 367)	60 silver coins
Armor	Padded armor (p. 378)	30 silver coins
Shield	None	
Other	Healing potion (p. 399)	10 silver coins

Equipment for a monk who deals mainly bludgeoning damage by overwhelming enemies with a two-handed battle rod. With the Weapons: Staves and Armor: Cloth skills, the character's battle rod and padded armor will be even stronger. In addition, taking Parry will help reinforce their defenses.

### ✦ Recommended Monk Set B      Total Price: 83 silver coins / Remaining: 17 silver coins

Weapon	Bagh nakh (p. 369)	30 silver coins
Armor	Padded armor (p. 378)	30 silver coins
Shield	Gauntlet (p. 382)	13 silver coins
Other	Healing potion (p. 399)	10 silver coins

Equipment for a more technical monk who can change their fighting style according to the situation. They can use bagh nakh on both hands to deal big damage, or they can use one bagh nakh to attack and a gauntlet to defend their open spots. With the skills Weapons: Close-Combat and Armor: Cloth, their bagh nakh and padded armor will be even stronger.



### ● 3. Recommended Sets for Rangers

#### ◆ Recommended Ranger Set A      Total Price: 96 silver coins / Remaining: 4 silver coins

Weapon	Short bow (p. 374)	40 silver coins
Armor	Leather armor (p. 379)	30 silver coins
Shield	None	
Other	Quiver (p. 391) ×2, arrow (p. 390) ×20, first-aid supplies (p. 388) ×5	26 silver coins

Equipment for a standard ranger who attacks from behind their allies using a short bow. The skills Weapons: Bows and Armor: Light will make their short bow and padded armor even stronger. Because they can carry two quivers for a total of twenty arrows, they can handle spending arrows on Rapid Fire. The First Aid skill will also make their first-aid supplies even more effective.

#### ◆ Recommended Ranger Set B      Total Price: 93 silver coins / Remaining: 7 silver coins

Weapon	Crossbow (p. 374)	40 silver coins
Armor	Leather armor (p. 379)	30 silver coins
Shield	None	
Other	First-aid supplies (p. 388) ×5, quiver (p. 391), bolt (p. 390) ×10	23 silver coins

Equipment for a heavily outfitted ranger who attacks using a crossbow—which gives a bonus to their hit modifier—while wearing leather armor to shore up their defenses. The skills Weapons: Bows and Armor: Light will strengthen their crossbow and leather armor even more.



## 4. Recommended Sets for Scouts

### Recommended Scout Set A

**Total Price: 95 silver coins /**

**Remaining: 5 silver coins**

Weapon	Shortsword (p. 356)	20 silver coins
Armor	Cloth armor (p. 377)	15 silver coins
Shield	Buckler (p. 382)	25 silver coins
Other	Healing potion (p. 399), lockpicking tools (p. 388)	35 silver coins

Equipment for a standard scout who parries enemy attacks with a buckler while attacking with a shortsword. The skills Weapons: One-Handed Swords, Armor: Cloth, and Shields will strengthen their shortsword, cloth armor, and buckler. They can also increase their defense with the Parry skill and take Handiwork to make their lockpicking tools more effective.

### Recommended Scout Set B

**Total Price: 86 silver coins /**

**Remaining: 14 silver coins**

Weapon	Sling (p. 272)	1 silver coin
	Cutlass (p. 356)	15 silver coins
Armor	Cloth armor (p. 377)	15 silver coins
Shield	Buckler (p. 382)	25 silver coins
Other	Lockpicking tools (p. 388), stone bullet pouch (p. 390), stone bullet (p. 390) ×10	30 silver coins

Equipment for a scout specializing in stealth, who only wears stealthy armor. They attack enemies from a distance with their sling and also wield a cutlass in close combat. The skills Weapons: Throwing Weapons, Weapons: One-Handed Swords, Armor: Cloth, and Shields will strengthen their sling, cutlass, cloth armor, and buckler respectively. Taking Handiwork can also make their lockpicking tools more effective.



## ● 5. Recommended Sets for Sorcerers

### ◆ Recommended Sorcerer Set A      Total Price: 88 silver coins / Remaining: 12 silver coins

Weapon	Garnet staff (p. 366)	50 silver coins
	Sling (p. 272)	1 silver coin
Armor	Robe (p. 377)	12 silver coins
Shield	None	
Other	Healing potion (p. 399), stamina potion (p. 400), stone bullet pouch (p. 390), stone bullet (p. 390) ×10	25 silver coins

Equipment for a standard sorcerer who prefers to attack with a sling from behind their allies while watching for changes to attack with a spell. The garnet staff grants a bonus when using words of true power spells, making it the ideal weapon for a sorcerer. The skill Weapons: Throwing Weapons will strengthen their sling. If you buy an additional stone bullet pouch and 10 more stone bullets (for a total of 5 more silver coins), the sorcerer can also hold their own in longer battles and successive ones.

### ◆ Recommended Sorcerer Set B      Total Price: 98 silver coins / Remaining: 2 silver coins

Weapon	Crossbow (p. 374)	40 silver coins
Armor	Traveler's mantle (p. 377)	25 silver coins
Shield	None	
Other	Healing potion (p. 399), stamina potion (p. 400), quiver (p. 391), bolt (p. 390) ×10	33 silver coins

Equipment for a more heavily armed sorcerer who mainly attacks with a crossbow and uses spells as the situation dictates. Crossbows confer a bonus to hit modifiers and have high power, so the sorcerer will still be able to use them effectively even without acquiring any ranger levels. The skill Weapons: Bows will strengthen it even more.



## ● 6. Recommended Sets for Priests

### ✦ Recommended Priest Set A      Total Price: 97 silver coins / Remaining: 3 silver coins

Weapon	Priest's staff (p. 366)	50 silver coins
	Sling (p. 272)	1 silver coin
Armor	Priest's robes (p. 378)	25 silver coins
Shield	None	
Other	Stamina potion (p. 400), stone bullet pouch (p. 390), stone bullet (p. 390) ×10, first-aid supplies (p. 388) ×3	21 silver coins

Equipment for a standard priest who uses a sling to attack enemies from afar while healing their allies' wounds and providing support via casting spells as the situation demands. With the skill Weapons: Throwing Weapons, their attacks with a sling will be more powerful, and the First Aid skill will make their first-aid supplies more effective.

### ✦ Recommended Priest Set B      Total Price: 95 silver coins / Remaining: 5 silver coins

Weapon	Mace (p. 363)	20 silver coins
Armor	Leather armor (p. 379)	30 silver coins
Shield	Buckler (p. 382)	25 silver coins
Other	Stamina potion (p. 400), first-aid supplies (p. 388) ×5	20 silver coins

Equipment for a priest who doubles as a warrior, fighting enemies with a mace on the front line. The skills Weapons: Maces, Armor: Light, Shields, and Parry will strengthen their mace, leather armor, and buckler. The First Aid skill will also make their first-aid supplies more effective.



## ● 7. Recommended Sets for Dragon Priests

### ✦ Recommended Dragon Priest Set A      Total Price: 91 silver coins / Remaining: 9 silver coins

Weapon	Sling (p. 272)	1 silver coin
Armor	Leather armor (p. 379)	30 silver coins
Shield	None	
Other	Dragon priest's catalyst pouch (p. 389), stone bullet pouch (p. 390) ×2, stone bullet (p. 390) ×20, first-aid supplies (p. 388) ×10	60 silver coins

Equipment for a healer dragon priest who attacks enemies from behind their allies using a sling and wields miracles to cure their allies. The skills Weapons: Throwing Weapons and Armor: Light will strengthen their sling and leather armor respectively. Because they carry 20 stone bullets, they can hold their own in longer battles and successive ones, and because of all their first-aid supplies, they can act as a healer even between combat. If the dragon priest is a lizardman, they will also be able to fight barehanded, meaning they can put their high armor value to use and battle on the front line.

### ✦ Recommended Dragon Priest Set B      Total Price: 98 silver coins / Remaining: 2 silver coins

Weapon	Quarterstaff (p. 366)	18 silver coins
Armor	Padded armor (p. 378)	30 silver coins
Shield	None	
Other	Healing potion (p. 399), dragon priest's catalyst pouch (p. 389), first-aid supplies (p. 388) ×5	50 silver coins

Equipment for a martial dragon priest who fights with a two-handed staff while using miracles to heal and support, at times throwing an attack out as well. The skills Weapons: Staves and Armor: Cloth will strengthen their quarterstaff and padded armor respectively. Because their equipment has a good affinity with monk, they can acquire monk levels to greatly increase their combat prowess. The First Aid skill will also make their first-aid supplies more effective.



## ● 8. Recommended Sets for Shamans

### Recommended Shaman Set A

**Total Price: 86 silver coins /**

**Remaining: 14 silver coins**

Weapon	Sling (p. 272)	1 silver coin
Armor	Hard leather (p. 379)	40 silver coins
Shield	None	
Other	Stamina potion (p. 400), shaman's bag (p. 389), stone bullet pouch (p. 390), stone bullet (p. 390) ×10	45 silver coins

Equipment for a standard shaman who attacks with a sling from a range while watching for chances to use their spirit art spells. The skills Weapons: Throwing Weapons and Armor: Light will strengthen their sling and hard leather respectively.

### Recommended Shaman Set B

**Total Price: 100 silver coins /**

**Remaining: 0 silver coins**

Weapon	Shortsword (p. 356)	20 silver coins
Armor	Cloth armor (p. 377)	15 silver coins
Shield	Buckler (p. 382)	25 silver coins
Other	Healing potion (p. 399), shaman's bag (p. 389)	40 silver coins

Equipment for a magic-fighter shaman who battles on the front line with a shortsword and can also use spirit art spells to attack. The skills Weapons: One-Handed Sword, Armor: Cloth, and Shields will strengthen their shortsword, cloth armor, and buckler respectively. The Parry skill can also make them better defensively.



## ➤ 10. DETERMINE A PROFILE ➤

Determine your name, age, gender, rank, adventurers/completed, and physical traits to complete your character. For deciding on these, see the explanation in section 9. Profile (p. 53).

Choose whatever name, age, and gender you wish for your character, then write them down.

For the character's rank, write down *Porcelain*.

Write down 0 for both the character's number of adventures and how many they've completed.

You can feel free to give your character whatever physical traits you want. Describe the character's appearance, including hair and eye color. For lizardmen, use scale color instead of hair color.

In addition, using your character's history, you may also want to decide on what sort of experiences they've had. For the reason they became an adventurer, and how it happened, you can feel free to use the Path and Motives for Becoming an Adventurer (p. 72).

## ➤ CREATING HIGH-LEVEL CHARACTERS ➤

By obtaining more experience points, advancement points, and money at the start, you can also create a character of adventurer level 3 or above.

The table below gives a guideline for the required experience points, advancement points, number of adventures and number completed, and money for creating an adventurer who has an appropriate level of ability and experience for their adventurer level. That much ability—and acknowledgment—will affect their rank in the Adventurers Guild as well, so please take note.

When creating a high-level adventurer using this table, the number of experience points listed is for both current and accumulated. The 3,000 points gained on creation is included in this number. The 10 advancement points are also included in that number, so be careful not to count them twice.



## High-Level Adventurer Creation

Adventurer Level	Experience Points	Advancement Points	Adventures/ Completed	Money (in silver coins)	Standard Rank
3	8,000	52	4 / 4	200	Obsidian
4	11,000	81	7 / 6	300	Steel
5	16,500	116	12 / 10	600	Sapphire
6	23,500	159	18 / 15	1,500	Emerald
7	33,000	211	27 / 22	3,900	Ruby
8	47,000	280	40 / 32	7,800	Copper
9	66,000	361	57 / 46	15,250	Silver
10	91,000	475	80 / 64	30,000	Gold

### CHARACTER CREATION EXAMPLE "BIRTH OF THE MAGIC ARCHER"

All right, let's get this adventure started! First, I'll have to make a character.

I could make one quickly using simple creation (p. 54), but this time, I'm gonna try normal creation (p. 74).

First, I'll try to envision the character I want to play as.

Hmm... I can't really think of anything. All I know is I want them to use spells while still being able to fight normally, like a magic warrior kind of character!

I guess I'll just think about the details as I create her!

### Deciding on a Race

First, I'll choose a race. If I want a character who can use magic *and* weapons, maybe a human would be best, since they're versatile.

I thought about making her an elf, too, but that 1 in endurance concerns me. Humans get 4 in that, making them feel like a safer choice.

Okay, I've decided on human. I'll use the fixed scores for her ability scores. Oops, I almost forgot to write down her innate skills!



## Writing It Down on the Adventure Sheet

The player writes *Human* in the Race section, and the ability scores in the following way. She also writes down her innate skills.

Primary Ability Scores	Secondary Ability Scores		
	Focus	Endurance	Reflex
Strength 3	Strength Focus 5	Strength Endurance 7	Strength Reflex 5
Psyche 2	Psyche Focus 4	Psyche Endurance 6	Psyche Reflex 4
Technique 2	Technique Focus 4	Technique Endurance 6	Technique Reflex 4
Intelligence 3	Intelligence Focus 5	Intelligence Endurance 7	Intelligence Reflex 5

❖ Adventurer Skills	Mastery Grade	Effects	Page
Weapons: Throwing Weapons /	Beginner /	※	371

❖ General Skills	Mastery Grade	Effects	Page
Long-Distance Movement /	Beginner /	※	274

※For the Effects column, you should write down what the skill does in whatever way is easiest for you.

## Deciding on a History

Next is her history. It looks like I could choose whatever I want, but I might as well roll the dice to decide. That seems like more fun!

I'll roll 2d6 and check the Origin Table. (rolls) I got a 7! That means my origin is farmer. It doesn't give any classes, but I can get two skills: Hardiness (Beginner) and Production: Farming (Beginner). Hardiness raises life force—that seems good for any character to have.



Now I'll decide her past and encounter. (rolls twice) I got school for past, and friend for encounter. How about she was going to a school for magic, then met a really good friend there? She's studied at school, so she gets the general skill General Knowledge (Beginner).

## Writing It Down on the Adventure Sheet

In the History section, the player writes *Farmer* to the left, *School* in the middle, and *Friend* on the right. She also writes down the skills her origin and past gave her. (If her origin had given her a class, she would write its name in the Classes section with a 1 for the level.)

❖ Adventurer Skills	Mastery Grade	Effects	Page
Weapons: Throwing Weapons /	Beginner /	※	371

❖ General Skills	Mastery Grade	Effects	Page
Long-Distance Movement /	Beginner /	※	274
General Knowledge /	Beginner /	※	267

※For the Effects column, you should write down what the skill does in whatever way is easiest for you.

## Adding a Bonus to a Primary Ability Score

With the bonus to any one primary ability score, I could make my character better at something she's already good at, or make up for something she's bad at. I'll put the +1 in technique.

Technique is used for checks to see if your weapon attacks hit enemies and to see if I can dodge enemy attacks. Plus, a human's technique is pretty low at 2, so making up for that weakness seems like a good call.



## Writing It Down on the Adventure Sheet

The player changes the Technique ability score from a 2 to a 3, then changes Technique Focus from 4 to 5, Technique Endurance from 6 to 7, and Technique Reflex from 4 to 5.

Technique	3	Technique Focus	5	Technique Endurance	7	Technique Reflex	5
-----------	---	-----------------	---	---------------------	---	------------------	---

## Determining Life Force, Movement Speed, and Spell Uses

It looks like I've got my character's basic stats all figured out. The next thing to do is her life force, movement speed, and spell uses in the Status section.

Since she's a magic fighter, I'll prioritize life force and spell uses.

After rolling 2d6 three times, I got a 10, a 6, and a 5. Hrm... That's pretty extreme.

Looking at the rules, if I put the 10 into spell uses, that will give me two uses, and if I put a 5 or 6 into it, I won't have any. You can't have a magic fighter with zero spell uses, so I'll just have to put the 10 into that.

Then I'll put 6 into life force and 5 into movement speed.

My character's life force is her strength (3) + psyche (2) + endurance (4) + bonus from Hardiness (+5) + the dice (6). That's a total of 20.

Her movement speed is the dice (5) times her racial movement modifier (×3). That equals 15.

## Writing It Down on the Adventure Sheet

- The player writes 20 in the Life Force section and 40 in the 2× Life Force section to the right of it.
- The player writes 15 in the Movement Speed section.
- The player writes 2 in the Spell Uses section.

※Her base spell resistance will be calculated later.



## Gaining Experience and Advancement Points and Writing Down Adventurer Level and the Base Spell Resistance

It's finally time to use my experience points and advancement points to learn some classes and skills. First, I'll check how many points I have at the start.

Once I've written down her adventurer level, that will let me calculate her base spell resistance score, too. That ends up being psyche reflex (4) + adventurer level (1) = 5.

### Writing It Down on the Adventure Sheet

- The player writes 1 in the Adventurer Level section.
- She writes 3,000 in the Cumulative Experience Points and Current Experience Points section.
- She writes 10 in the Advancement Points section.
- She writes 5 in the Base Spell Resistance section.

## Deciding on Classes

For her classes, I'll get two levels of sorcerer (spending 2,000 points). That takes care of the *magic* part of *magic fighter*.

The problem is the *fighter* bit. Sorcerers can't equip very heavy armor, so I'm worried about enemies getting up in her face... Now that I consider it, I think taking one level of ranger to utilize her race's innate skill, Weapons: Throwing Weapons, is a good idea. (I spend 1,000 experience points on that, for a total of 3,000).

I made my character sorcerer level 2, so she gets to learn two spells.

Here's my plan: attack enemies directly with Magic Missile and strengthen weapons with Enchant Fire. She can power up her front-line allies with Enchant Fire, then land the finishing blow with Magic Missile.



## Writing It Down on the Adventure Sheet

- In the Classes section, the player writes down ranger at level 1 and sorcerer at level 2.
- The base spell use score is written as follows:

### ❖ Base Spell Use Score

	Basic Score		Class Level		Skills, Etc.		Total
Intelligence Focus	5	+	<input checked="" type="checkbox"/> Sorcerer (2)	+		=	7

- She writes down her acquired spells as follows:

### ❖ Learned Spells

	Spell System	Type (Attribute)	Difficulty	Effects	Page
Magic Missile	Words of True Power	Attack Spell (Space)	10	※	304
Enchant Fire	Words of True Power	Imbuement Spell (Fire)	10	※	284

## Deciding on Skills

Now, for skills. I have 10 advancement points to use. You can't have a mastery grade higher than beginner when you create a character, so I can't make any of the skills I already have any better. Maybe it's easier to think about by saying my character can learn two adventurer skills at beginner grade. Of course, I could choose to learn general skills, but at first, I really want to pick skills that will be directly helpful in battles and adventuring.

I decide to take Weapons: Bows (Beginner) and Monster Knowledge (Beginner). Both are adventurer skills. I hesitated on Bows because my character already has Weapons: Throwing Weapons (Beginner), but it would just be so cool to fire off arrows and stuff. I want to learn either Rapid Fire or Curved Shot and fight like the High Elf Archer in the *Goblin Slayer* light novels! Monster Knowledge lets me make a check to learn enemy information, which I took because I figured someone in the party should have it.



## Writing It Down on the Adventure Sheet

- The player writes **Weapons: Bows** and **Monster Knowledge** under her **Adventurer Skills**.

### ❖ Adventurer Skills

		Mastery Grade		Effects	Page
Weapons: Throwing Weapons	/	Beginner	/	※	371
Hardiness	/	Beginner	/	※	235
Weapons: Bows	/	Beginner	/	※	374
Monster Knowledge	/	Beginner	/	※	257

※For the Effects column, write down the effects of the skill in whatever way is most understandable for you.

## Deciding on Equipment

There's so many items that I'm not sure what to buy with just 100 silver coins. There's a lot I want, and it's all very tempting. I'll go with the Recommended Sorcerer Set B but buy a short bow (40 silver coins) instead of a crossbow (40 silver coins), and I changed the 10 bolts (10 silver coins) to 10 arrows (5 silver coins). That way, I'll have 7 silver coins left over.

Now that I've decided on my character's equipment, I'll calculate her base hit score and base dodge score, too, and also write down her weapons and armor.



## Writing It Down on the Adventure Sheet

- The player writes down their character's base hit score, weapons, and armor. Under Possessions, they also write *healing potion (1)*, *stamina potion (1)*, and *quiver (10 arrows / move -2)*, and under Money, they write down *7 silver coins*.

### ❖ Base Hit Score

	Basic Score	Class Level	Skills, Etc.	Total
Technique Focus	5	+ <input checked="" type="checkbox"/> Ranger (1)	Weapons: Throwing Weapons (+1) = Throwing	7
			Weapons: Bows (+1) = Projectile	7

### ❖ Weapons

Weapon Name	Type	Use / Attributes	Base Hit Score	Hit Modifier	Total Base Hit Score
Short Bow	Bow / Light	Two-Handed / Pierce	7	None	7

Power	+	Class Level	+	Skills, Etc.	=	Total Power	Range	Effects
1d6	+	1	+		=	1d6+1	60m	Pierce (+1), Rapid Fire (-4)

### ❖ Base Dodge Score

	Basic Score	Class Level	Skills, Etc.	Total
Technique Reflex	5	+ (No check)	+ None =	5

### ❖ Armor

Armor Name	Type	Base Dodge Score	Dodge Modifier	Total Base Dodge Score
Traveler's Mantle	Cloth Armor (Cloth) / Light	5	-1	4

Armor Score	Stealth	Movement Speed	+	Movement Modifier	+	Possession Movement Modifier	=	Total Movement	Effects
2	Normal	15	+	0	+	-2	=	13	

※The character has no shield, so that segment is left blank.



## Decide on a Profile and Complete the Magic Archer!

All right! Now I just have to decide on a name, age, gender, rank, and physical traits, and my character will be complete.

Her name, hmm... Magic Archer, since she's a sorcerer who also uses bows! Let's go with that! Her age is 16, since she just got out of school, and her gender is female, of course. As for her physical traits, I'll just write down *black hair* and *black eyes* for now. I can decide on that later if I want.

### Writing It Down on the Adventure Sheet

- The player writes down *Magic Archer* in the Name section, *16* in the Age section, *F* in the Gender section, *Porcelain* in the Rank section, and under Physical Traits, she writes *Hair (Black)* and *Eyes (Black)*.

Oh, right. There was that whole thing about how she became an adventurer, huh? (p. 125) I might as well give that a spin. (rolling) I got a 6, which is Table C. Then I roll 1d6 again... 1. She longs to be a hero, huh? Great, so she's like, *I am the chosen one! I'm not destined to live out my whole life in this backwater village!*

That sounds good. Tales of my heroic exploits will be sung far and wide in the Four-Cornered World!

It's time to start my adventure!





## Chapter 2

## BASIC RULES

"So what is that anyway?"

"Looks like a giant."

"I'm not sure it is..."

"Whatever it might be, we should probably run if we don't wanna die."

Scout's words finally caused the adventurers to scream and start fleeing.

Powerful rumbling thundered behind them as the rocky, humanoid mass from deep in the ruins started to chase after them.

Sorcerer, being a rhea, was swift on her feet. Her barefoot soles thunked along the stone floor as she ran.

Scout was fine, too. He'd heard the slowest in a group was always the one to get eaten. He wondered what would happen to dwarven scouts.

The main issue was...

"Ah, hah...hee...! I—I'll—I will...be fine...!"

...Priest, who had lost her breath in a matter of seconds. Her breathing was ragged, and her face was bright red all the way to her ears. Her mantle, meant to conceal her lower half, fluttered around her feet, threatening to tangle her legs.

"Oh, come the hell on...!"

"Aaahhh?!"

Accompanied by Priest's shriek, Fighter swept her up into his arms, her skin still exposed. Half-elves were pretty light, and Priest's armor may as well have been nonexistent. Yet it was still the full weight of a person, and Fighter's muscles strained at the laborious task.

However...

"Where there's a will, there's a way! I am a fighter, and a maaaaan!!"



## CHECKS

During an adventure, the player characters will take a wide variety of actions. They might attack an enemy with a sword, cast a spell, or try to dodge an enemy's attack. Or perhaps they're trying to disarm a trap or leap over a crevice. Deciding whether or not these actions succeed is done with **checks**.

However, not all actions require a check. If you performed a check for every little thing that would normally succeed anyway, such as picking a cup up off a table, it would take many days for a single adventure to end. For actions like that, the player need only say that they're picking the cup up off the table. Only use checks when you need the GM to decide if the action you're taking will succeed or not, or when doing something that the rules specifically say requires a check.

### ➤ CHECK PROCESS ➤

Checks proceed according to the following process:

**1: Declare an action (PC)**



**2: Determine a basic score, class, and skills (GM)**



**3: Determine a target score (GM)**



**4: Perform the check (PC)**



**5: Apply the check's results (PC, GM)**

### ➤ 1: DECLARE AN ACTION (PC) ➤

First, the PC declares what sort of action they are attempting to take. For example, they might want to attack the enemy in front of them



with a sword, check around to see if there are any traps, or jump to the other side of a pit.

---

## ➔2: DETERMINE A BASIC SCORE, CLASS, AND SKILLS (GM)◀

---

Once the PC makes this declaration, the GM decides what basic score would be necessary to carry out the action. They also point out classes or skills that may be related to the action.

For example, the basic score used for attacking an enemy in front of you with a sword is technique focus. This is stated in the rules, so there is no need to consider other basic scores. The classes and skills used at this time are also explicitly described in the rules.

Many checks are detailed in the rules. The GM should select the most appropriate check from these to figure out the outcome of the character's actions. For a list of explained checks, see the List of Checks (p. 134).

However, there are times a PC will take an action that none of the checks in the list will apply to. In these cases, use the descriptions of basic scores in the Basic Scores section (p. 40) and the List of Checks to determine what the appropriate basic score, class, and skill should be for that action's check. The GM may decide on their own for these unlisted checks as well.

For example, if a character is trying to withstand an incredibly awful stench, the GM could decide that the action requires a check to see if the character suffers any negative effects and exerts stamina. However, if the GM believes it's more of a mental endurance test for the character, they can decide that the check uses psyche instead. Or they could point out either possibility and let the player choose either one. If the GM decides the character will need to continue enduring the stench, they could also use the secondary ability score endurance. On the other hand, if it seems like the character needs only to withstand the stench for a moment, they could use the secondary ability score reflex. At this point, there are already four different possible ability scores to use: strength endurance, psyche endurance, strength reflex, and psyche reflex. A GM may choose any basic score from this list. If you're not sure, you can list them all and instruct the PC to use the most advantageous (or least advantageous) one from among them.



### 3: DETERMINE A TARGET SCORE (GM)

Once the GM decides on the basic score, class, and skills to be used for a check, they next determine a target score.

A target score is a number that expresses how difficult it is to successfully perform the action the PC is attempting.

For certain checks, the target value will be clearly stated in the rules, and there might be specific ones described in the adventure. For example, many checks performed in combat use target scores determined by the enemy monster's data.

Excluding those instances, the GM sets the target score. The table below gives a general outline on how to decide.

#### Standard Target Scores

Target Score	Difficulty	Situations
9	Extremely easy	Even regular people without an effective class or skills have a fifty-fifty chance of succeeding at these actions.
12	Easy	Having the right class and/or skills will generally lead to success.
15	Normal	Having the right class and skills will lead to success about half the time.
18	Somewhat difficult	Without a degree of proficiency in classes and skills, it's difficult to succeed at these actions.
21	Difficult	Even with a degree of proficiency in classes and skills, these actions are difficult.
24	Very difficult	These actions are difficult unless both the character's class and skill are at a high level.
30	Virtually impossible	Difficult for anyone but those who have truly mastered their abilities.

As a general rule, the GM will reveal the target score to the PC. However, there may also be times where it's less fun to tell them what it is.

For example, on a check to see if there's a trap on a door, telling the PC the target score will clue them in to the check's results, making it obvious if there's a trap there. Either way, the GM can say that there are no traps, but it's much more exciting when the PC doesn't actually know if their check succeeded or failed as opposed to it being obvious. When the GM says there aren't any traps but hasn't revealed the target score, the PCs will still have to consider the possibility that *maybe* their check failed and they simply didn't spot any traps.



In this way, not telling the PCs the target score is sometimes the more interesting option.

**EXAMPLE OF A HIDDEN TARGET VALUE CHECK**  
**"MAGIC ARCHER FINDS A SUSPICIOUS BOX"**

On her way from her home village to a town with an Adventurers Guild, Magic Archer picks up a small box that was lying on the road.

**Magic Archer:** Why would there be a box here? That's suspicious. I want to check if it's trapped.

**GM:** Then do an observation check (p. 155). The basic score is your intelligence focus.

**Magic Archer:** Okay. What's the target score?

**GM:** That is a secret. If I told you, you'd know whether your check succeeded or failed, and it wouldn't be fun.

**Magic Archer:** Wait, what?

**GM:** For example, if I gave you the target score, here's what would happen:

**If the GM Gives Her the Target Score**

Check Result	GM's Response	Result as Seen by Magic Archer
Success	There was no trap.	Definitely no trap!
	There's a trap.	Definitely a trap!
Failure	There was no trap.	Don't know if there's a trap or not.

**GM:** However, if I don't give you the target score, you won't know whether your check is higher than the target score. Since you won't know for sure whether your check succeeded, this is how it would turn out:

**If the GM Doesn't Give Her the Target Score**

Check Result	GM's Response	Result as Seen by Magic Archer
Success	There was no trap.	Magic Archer doesn't know the check's result, so she doesn't know if there's a trap.
	There's a trap.	Definitely a trap!
Failure	There was no trap.	Magic Archer doesn't know the check's result, so she doesn't know if there's a trap.



**Magic Archer:** I get it. If you keep the target score a secret, I'll only know there's a trap for sure if I discover one. In all other cases, I'll have to stay cautious, and I'll just keep on being nervous about it.

**GM:** That's right! Try making your check now!

Ultimately, Magic Archer discovered a poison gas trap. The box was a trap laid by some thieves!

## ➤ 4: PERFORM THE CHECK (PC) ◀

Once the GM has determined the basic score, class, and skills used for the check as well as decided the target score, the PC performs the check.

First, add the basic score to the level of the class being used, then add on any bonuses or penalties from skill modifiers and the like. Finally, roll 2d6 and add them all up to get your check score.

If your final score is equal to or greater than the check's target score, you succeed.

For checks such as climbing and swimming that don't use a class level, use adventurer level instead.

### ◆ Effects of improper equipment

When a PC making a check has weapons or armor (including shields) that are not the proper equipment for the class they are using for the check, they will not be able to add their class level to the check. For more details, see Proper Equipment for Classes (p. 90).

### ● Modifiers (bonuses and penalties)

Checks can be modified in both beneficial and detrimental ways by many factors and effects, like the nearby situation, items, having a certain skill, or a spell's effects. The beneficial modifiers are called **bonuses**, while the detrimental ones are called **penalties**.

Beneficial modifiers are written like *gives a +2 bonus to X checks*. In this example, the check's final score increases by 2.

Detrimental modifiers are written like *gives a -2 penalty to X checks*. In that example, the check's final score decreases by 2. For penalties from conditions like a character being prone, having poor vision (including



due to darkness), and things like difficulty moving through water, see the section Penalties to Checks (p. 158).

Sometimes, multiple bonuses and penalties can be applied to a single check because of overlapping factors. In such cases, add up all modifiers.

### ● Critical success and critical failure

If a player rolls 2d6 on a check and gets two sixes, the check is a critical success. If they roll two ones, the check is a critical failure.

A critical success automatically succeeds regardless of target score. Even if the character's basic score plus 12 is lower than the target score, the check still succeeds.

However, for things like hit checks (p. 136) and spell use checks (p. 138), as well as when multiple characters are split into passive and active sides, when comparing check scores (p. 128), or when looking for an effectiveness score (p. 127) to determine how much effect an action has, you will need to find a specific **final score**. When these checks are a critical success, you add 5 to this final score.

A critical failure means automatic failure regardless of the target score. Even if the character's basic score plus 2 (two ones) is equal to or greater than the target score, it will fail. For specific checks, a critical failure may cause dilemmas the character wouldn't have faced had they simply failed. Dodge checks (p. 137) and handiwork checks (p. 151) are two kinds of checks where this may occur. Refer to the explanation of each check to decide what sort of disaster a critical failure might cause. When a final score is required, such as when comparing check scores, a critical failure will make the final score a 0.

### ● Mercy

A character making a check can lower their final score by as much as they like. When making an attack, there are times when a high enough final score on a hit check will end up dealing more damage to an enemy. Because of this, it is possible to decrease the final score on the hit check in order to "show mercy" to the enemy so that the character doesn't accidentally deal huge damage to a target they wanted to take alive.

### ● Comparing check scores

When multiple characters perform a check at the same time, or one right after another, there may be times when the two actions need to



be compared to see which is superior. For example, when one character attacks, and another defends.

For such instances, compare the final check scores to determine which character wins. This process is called **comparing check scores**.

When comparing check scores, there is a rule called the **rule of passive advantage**. The character or side that did something that led to comparing check scores is the **active side**, whereas the one resisting is the **passive side**. If the check scores are the same, the passive side wins.

This is because the active side's final check score becomes the target value for the passive side.

When comparing check scores, if both the active side and the passive side get critical successes, the passive side wins. If only the active side gets a critical success, the active side wins.

The following is a list of check score comparison examples. At the end of the check explanation (p. 122), you can find examples of check score comparisons. Please refer to both resources when comparing check scores.

### How to Compare Check Scores

Active Side	Passive Side
A character who attacks, making a hit check	A character who defends, making a dodge check or block check
A character who makes a spell use check to cast a spell	A character who makes a spell resistance check to resist the spell
A character who makes a movement obstruction check to hamper someone's movement	A character who makes a movement obstruction resistance check against the movement obstruction in order to ignore it and move
A character who makes a stealth check to hide or covertly follow someone	A character who makes an observation check or sixth sense check to detect the character who is hiding or following them
A character who makes a handiwork check to set a trap	A character who makes an observation check or sixth sense check to detect the trap, or the character who makes a handiwork check to disarm the trap
A character who makes a negotiation check to trick someone	A character who makes an observation check or intuition check to see through the other's lies or deceit



## ➤ 5: APPLY THE CHECK'S RESULTS (PC, GM) ◀

If a check succeeds, the PC is able to perform their action as planned. If it fails, the PC won't be able to do what they wanted, and at times, they may get into even deeper trouble than imagined.

In general, the GM determines such results.

### ● Finding an Effectiveness Score

Sometimes, a player will need to find an effectiveness score during things like hit checks or spell use checks.

As a general rule, the final check score for these sorts of checks is also its effectiveness score. However, there are some pieces of equipment, items, skills, or spells with effects that increase or decrease effectiveness scores. Once you total up all the increases and decreases from these effects to find the final effectiveness score, refer to the Damage Effectiveness table (p. 194) for hit checks or the effectiveness score (p. 127) for the specific spell for spell use checks to find the results that correspond to that effectiveness score. For other checks that use an effectiveness score, resolve them in the same way.



# Check Flowchart

**1: Declare an Action** The PC declares an action.

**2: Determine a Basic Score, Class, and Skills**

The GM tells the player what basic score, class, and skills to use for the check.

**3: Determine a Target Score** The GM determines a target score.

**4: Perform the Check**

The PC calculates their base check score from the total of the basic score, class level, and modifiers from skills and other sources.

The GM may apply more modifiers based on the situation.

The PC adds 2d6 to their base check score to get their final score.

① 2d6 gives two sixes

② Final score is at least target score

③ Final score is lower than target score

④ 2d6 gives two ones

•Use fate points? (p. 160)

2d6 is equal to or more than fate points

2d6 is less than fate points

Not using fate points

•Use fate points?

2d6 is at least equal to fate points

2d6 is less than fate points

Not using fate points

**Success!**

•The PC succeeds at the action

**Failure...**

•The PC fails at the action

**Critical Success!!**

•The action's result is even better for the PC  
•Depending on the check, add +5 to the final score

**Critical Failure!**

•The action's result is even worse for the PC

**5: Apply the Check's Results**

If fate points were used, add 1 to the character's fate points, regardless of whether the check succeeded or failed.



EXAMPLE OF MAKING A CHECK:  
 "MAGIC ARCHER MAKES A MONSTER KNOWLEDGE CHECK"

Magic Archer, having avoided the thief's trap, has arrived in town and come to the Adventurers Guild. There, she takes on a quest to slay goblins.

**GM:** According to the receptionist, there are also hobgoblins around.

**Magic Archer:** I see... What kind of monsters are goblins and hobgoblins?

**GM:** When making a check to see if you know something about a monster, you make a monster knowledge check (p. 153).

Magic Archer's base check score for monster knowledge is calculated by totaling her intelligence focus, the level of a spell-casting class, and her bonus from Monster Knowledge.

**Magic Archer:** My intelligence focus is 5, and for my spell-casting class, I have sorcerer at level 2. Then since I have Monster Knowledge (Beginner), I get a +2 bonus.

Thus, Magic Archer's base check score for the monster knowledge check is...

Intelligence focus (5) + sorcerer level (2) + bonus from Monster Knowledge (2) = 9

**GM:** The target score for monster knowledge checks is the monster's level plus 9, so... (consults the rule book) Goblins are level 1, which is 10, and hobgoblins are level 3, which is 12.

**Magic Archer:** I have to check for both of them separately?

**GM:** Yep. A single monster knowledge check can only be used for one kind of monster. On the other hand, even if there were a hundred goblins, they're just one type, so you'd only have to make the check once.

**Magic Archer:** I get it. That's helpful. Let's start with the goblins... (rolling) I got a 9, so that plus my basic score is 18.

**GM:** You succeeded. You knew about goblins already! You can check the information in the rule book.



**Magic Archer:** I'll look it over later. Now I'll check for hobgoblins. (rolling) ...Two ones.

**GM:** A critical failure! You have no idea what a hobgoblin is. Though since you do have Monster Knowledge, you at least know they're a type of goblin.

**Magic Archer:** ...Huh. I don't really get it, but they're just goblins. Probably not a big deal.

After this, the receptionist taught Magic Archer about hobgoblins.

#### EXAMPLE OF COMPARING CHECK SCORES "MAGIC ARCHER FIGHTS A GOBLIN"

After accepting the goblin-slaying quest, Magic Archer forms a make-shift party with someone she met at the Adventurers Guild, Dwarf Shield Fighter (henceforth Shield Fighter). They arrive at the cave where the goblins are nesting...

Immediately, they encounter two goblins and get into a battle.

Shield Fighter quickly moves out to confront the monsters, and Magic Archer prepares to attack them from behind him with her bow.

Magic Archer acts first and slays one of the goblins.

Then it's the other goblin's turn.

**GM:** The goblin whose friend you killed aims for you now. It slips right past Shield Fighter and tries to get close.

**Shield Fighter:** Not today! I'll obstruct its movement (p. 143).

**GM:** Then make a movement obstruction check (p. 143). You'll compare check scores (p. 128) with the goblin's movement obstruction resistance check (p. 143).

Comparing check scores is the way two or more characters resolve contested actions.

Each of the characters performing conflicting actions determines a final check score. Whoever has the higher one wins, and their action is the one that succeeds.

**GM:** If the check scores are the same, the passive side wins. With movement obstructions, the one doing the obstruction is the active side, and the one you're trying to stop is the passive side.



**Shield Fighter:** So I'm the active side. If our check scores are the same, the goblin will break past me.

**Magic Archer:** You can do it, Shield Fighter! All to keep me safe!

**Shield Fighter:** Uh, right. I'll do the movement obstruction check. My basic score is my strength reflex (5) + fighter level (3) + bonus from Rampart (none) = 8. (rolls) My 2d6 total was a 4, so my final score is  $8 + 4 = 12$ ... Is that not good enough?

**GM:** Well, let's find out. The goblin will determine its check score using check scores from monster intelligence (p. 153). It's just a goblin, so its intelligence is low. (rolls) Oops, it rolled pretty well. Its monster level is  $(1) + 2d6 (10) = 11$ ! So close!

**Magic Archer:** Shield Fighter got a 12 to obstruct its movement, and the goblin tried to break through with an 11. That means Shield Fighter just barely holds off the goblin, right? I was really worried for a second!

**Shield Fighter:** I feel slightly ashamed for nearly failing, since it's my duty to defend. Still, now it's my turn. Time to clear that near dishonor—with my hand ax!

## LIST OF CHECKS

This section explains checks that are frequently used during adventures. You can also refer to it when you need to make checks that aren't listed, in order to figure out what sort of check it should be, and what basic score, class, and skill it should use.

•**Basic score:** How to calculate the basic score for the check.

When actually performing the check, you will add in modifiers from the situation, equipped gear, items the character is using, any skills with short-term effects or spells, etc.

When multiple basic scores are listed with an *or* separating them in the basic score section, you can use either basic score—whichever is more appropriate to the situation or class being used. In the same way, if there are multiple classes listed, choose whichever one you like (it has to be one the character has acquired) and use that.



You can only add the level of said class when the character is wearing only proper equipment for that class.

•**Explanation:** An explanation of how to make the check.

•**Effects:** A simple description of what will happen if the check succeeds or fails. Use it as a reference when resolving checks.

## List of Checks

Check Name	Related Classes / Skills	Reference Page
Checks Frequently Used in Battle		
Initiative check	No class / Anticipate	p. 136
Hit check	Fighter, monk, scout, ranger / Weapons: XX, etc.	p. 136
Dodge check	Fighter, monk, scout / Martial Arts, Parry, etc.	p. 137
Block check	Fighter, scout / Shields, etc.	p. 137
Spell use check	Sorcerer, priest, dragon priest, shaman / Spell Expertise: XX, etc.	p. 138
Spell maintenance check	Sorcerer, priest, dragon priest, shaman / Spell Expertise: XX, etc.	p. 139
Spell resistance check	Adventurer level / Spell Resistance	p. 141
Provoke check	Fighter, monk / Provoke	p. 142
Movement obstruction check	Fighter / Rampart	p. 142
Movement obstruction resistance check	Fighter, monk, scout / None	p. 143
Resistance Checks		
Strength resistance check	Adventurer level / Strengthened Immunity	p. 144
Psyche resistance check	Adventurer level or dragon priest / Cool and Collected	p. 144
Intelligence resistance check	Adventurer level or dragon priest / Cool and Collected	p. 144
Spell resistance check	Adventurer level / Spell Resistance	p. 141
Muscle Strength Checks		
Strength check	Fighter, monk / Encumbered Action	p. 146
Escape check	Fighter, monk / Encumbered Action	p. 146
Climb check (muscle)	Fighter, monk / Encumbered Action	p. 146



Check Name	Related Classes / Skills	Reference Page
<b>Fitness Checks</b>		
Swim check	Adventurer level / Martial Arts	p. 148
Climb check (fitness)	Scout, ranger / Martial Arts	p. 146
Acrobatics check	Monk, scout, ranger / Martial Arts	p. 149
Jump check	Monk, scout, ranger / Martial Arts	p. 149
Dodge check	Fighter, monk, scout / Martial Arts, Parry, etc.	p. 137
<b>Manipulation Checks</b>		
First aid check	Ranger, priest, dragon priest / First Aid	p. 150
Handiwork check	Scout, ranger / Handiwork	p. 151
Hit check	Fighter, monk, scout, ranger / Weapons: XX, etc.	p. 136
Block check	Fighter, scout / Shields, etc.	p. 137
<b>Stealth Checks</b>		
Stealth check	Scout, ranger / Stealth	p. 152
Handiwork check	Scout, ranger / Handiwork	p. 151
<b>Intelligence Checks</b>		
Monster knowledge check	Sorcerer, priest, dragon priest, shaman / Monster Knowledge	p. 153
General knowledge check	Sorcerer / General Knowledge	p. 154
Magical knowledge check	Sorcerer / None	p. 154
<b>Perception Checks</b>		
Observation check	Scout, ranger / Observe	p. 155
Sixth sense check	Scout, ranger, shaman / Sixth Sense	p. 155
<b>Movement Checks</b>		
Movement obstruction check	Fighter / Rampart	p. 142
Movement obstruction resistance check	Fighter, monk, scout / None	p. 143
Long-distance movement check	Adventurer level / Long-Distance Movement	p. 156

## ➤ CHECKS FREQUENTLY USED IN BATTLE

This section explains checks that a character will have many opportunities to perform during battle.



## ● Initiative Check

•**Baseline Score:** Bonus from Anticipate

※ This check is a special one that doesn't use a basic score or a class level.

•**Explanation:** Performed at the beginning of every round during combat to determine the action order for the characters that round. For more information, see Determine Action Order (p. 169).

•**Effects:** Characters with a higher check score will act first. If two PCs have the same check score, they should discuss who should go first (if it's two enemies, the GM decides). If a PC and an enemy have the same check score, make another initiative check and compare those check scores.

## ● Hit Check

•**Baseline Score:** Technique focus + level of class that can attack + bonuses from Weapons: XX, etc.

### Usable Classes for Hit Checks

If Making a Melee Attack	Fighter (One-Handed sword, two-handed sword, ax, spear, mace) Monk (Close-combat weapon, staff) Scout (Any light weapon)
If Making a Ranged Attack	Monk (Throwing weapon) Ranger (Throwing weapon, bows) Scout (Any throwing weapon)

•**Explanation:** Attack an opponent with the weapon you have equipped. When attacking with a melee weapon (a one-handed sword, two-handed sword, ax, spear, mace, staff, or close-combat weapon), make a melee attack. When attacking with a ranged weapon (a throwing weapon or bow), make a ranged attack.

During a hit check, you compare check scores (p. 128)—your hit check against the dodge check or block check made by the target.

When a hit check is a critical success, the check score doesn't matter. Unless the opponent gets a critical success on their dodge or block check, they cannot defend against the attack.



•**Effects:** If the opponent fails their dodge check or block check, the attack lands, and the opponent takes damage. After the attack has landed, there is a possibility that its effectiveness score will add extra damage (p. 193). If the hit check was a critical success, the attack lands and does the final check score plus the 5 bonus damage. A critical hit (p. 190) also occurs.

If the opponent passes their dodge check, they dodge the attack and cannot receive damage. However, for block checks, the attack is considered to have connected with the shield, and thus, the opponent can still take damage (though the shield will greatly reduce it).

## ● Dodge Check

•**Baseline Score:** Technique reflex + level of class that can dodge + modifiers from Martial Arts, Parry, etc.

### Usable classes for dodge checks

If Dodging	Fighter, monk, scout
------------	----------------------

•**Explanation:** Dodge a melee or ranged attack.

During a dodge check, you compare check scores (p. 128)—your dodge check against the opponent's hit check.

You cannot dodge attacks with a hit check that was a critical success unless you roll a critical success on your dodge check.

•**Effects:** If the final score for the dodge check is equal to or greater than the hit check's final score, you evade the attack and don't take any damage. If you get a critical failure on the dodge check, a critical hit (p. 190) occurs.

## ● Block Check

•**Baseline Score:** Technique reflex + level of class that can block + modifiers from Shields, etc.

### Usable Classes for Block Checks

If Blocking	Scout (only with light shields), fighter
-------------	--



•**Explanation:** Block a melee or ranged attack.

During a block check, you compare check scores (p. 128)—your block check against the opponent's hit check. Because you can add the block modifier of the shield being used to block, these checks are easier to make than dodge checks.

You cannot defend against attacks with a hit check that was a critical success unless you roll a critical success on your block check.

•**Effects:** If the block check's final score is equal to or greater than the hit check's final score, you block the attack with your shield, then add the block score of the shield you used to block to the armor score of your armor to reduce the damage. The enemy's attack is still treated as having connected, however.

If you roll a critical success on a block check, you completely defend against the attack and take no damage at all. However, if you roll a critical failure, a critical hit (p. 190) occurs.

## ● Spell Use Check

•**Baseline Score:** Intelligence focus or psyche focus + level of a spell-casting class + modifiers from spell-related skills such as Spell Expertise: XX, etc.

※ The class and basic score to use for spell use checks is determined by the spell system of the spell being used. See the following table.

### Usable Classes and Basic Scores for Spell Use Checks

Spell System Being Used	Applicable Class (Basic Score)
When using words of true power	Sorcerer (Intelligence Focus)
When using miracles	Priest (Psyche Focus)
When using ancestral dragon arts	Dragon Priest (Psyche Focus)
When using spirit arts	Shaman (Psyche Focus)

•**Explanation:** Use a spell and resolve its effects.

A spell use check will fail if the final check score is not equal to or



greater than the difficulty of the spell that was used. If it fails, the spell does not activate, and none of its effects are produced.

If the final check score is equal to or greater than the difficulty of the spell that was used, the target or targets of the spell choose whether to resist the spell's effects. When resisting, you compare check scores (p. 128)—the final check score of your spell use check against the opponent's spell resistance check.

If you roll a critical success on a spell use check, then the opponent cannot evade any effects of the spell unless they roll a critical success on their spell resistance check.

•**Effects:** If the opponent fails their spell resistance check, they suffer the full effects of the spell. If the spell use check was a critical success, don't forget to add a +5 bonus to the final check score. The spell's effects will also change based on the effectiveness score, which is derived from the final score of the spell use check. Please refer to each individual spell's Effects section for the ways in which it changes.

If the final score for the spell use check is lower than the difficulty of the spell that was used, the spell fails to activate. If the spell does activate—but you lose the check score comparison with the opponent's spell resistance check—they may fully resist the spell, its effects will dissipate, or only some of its effects will be produced. For more information, refer to each individual spell description.

## ● Spell Maintenance Check

•**Baseline Score:** Intelligence endurance or psyche endurance + level of a spell-casting class + modifiers from spell-related skills such as Spell Expertise: XX, etc.

※ The class and basic score to use for spell maintenance checks is determined by the spell system of the spell. It follows the same rules as in the Usable Classes and Basic Scores for Spell Use Checks table in the Spell Use Check section.

•**Explanation:** Focusing your mind in order to use a spell or to maintain an in-use spell's effects is called spell maintenance (p. 215). The target score is the difficulty of the spell being used + 5.



If a spell's required maintenance is only the round count needed to use the spell, then on the first round of that required round count, you declare the usage of a spell as your main action and spend a spell use. After that, each time it is your turn, until the final round of that required round count, you must use either a main action or a free action to perform a spell maintenance check. Outside of combat, make a spell maintenance check every in-game ten minutes instead of each round.

If using a main action to perform a spell maintenance check, you take no penalties. However, if you've already moved a distance from your target that is farther than your reach, you will take a penalty. This penalty is -4 for a distance up to your movement speed in meters and -8 up to twice your movement speed in meters. If you have moved farther than twice your movement speed, the spell maintenance will automatically end. If you use a free action instead of a main action, you take a -4 penalty. Other than these stipulations, you will also need to make a spell maintenance check for each of the Instances Spell Maintenance Is Required (described later). You may take penalties to your check due to situational factors. Remember to total up all penalties.

If you fail at this check, the spell maintenance breaks, and the spell will not activate.

Additionally, once it is the final round of the required round count, if you have passed all the spell maintenance checks, use a main action to make a spell use check. Then the spell's effects are finally produced.

Depending on the spell, you may need to perform spell maintenance in order to maintain its effects. In such cases, you will also need to make a spell maintenance check for each of the Instances Spell Maintenance Is Required (described later), such as when taking damage or when taking on fatigue.



## Instances Spell Maintenance Is Required

Instance	Penalty
Taking more than one point of applicable damage	Take a penalty equaling 1/3 the applicable damage.
Taking on fatigue	Take a penalty equaling your total fatigue after counting this newly added fatigue.
After using a main action	Take a -4 penalty.
Rattled, i.e. when a comrade is defeated	Take a -4 penalty. If the comrade is someone particularly close (such as a sibling or lover), take a -6 to -8 penalty.
Guard target is hurt	Take a -2 penalty. If the target of defense is someone particularly close (such as a sibling or lover), take a -4 to -6 penalty.
Every ten minutes outside battle	None.

•**Effects:** When you pass a spell maintenance check, your spell maintenance succeeds, and you are able to focus your mind to use the spell or otherwise maintain the effects of a spell. However, this maintenance will not change spell effects that have already been produced, regardless of the final score (effectiveness score) of the spell maintenance check. If you fail a spell maintenance check, your spell maintenance ends. This means that you will fail to cast the spell you declared you'd use, or that the spell you've been using will lose its effects. When this happens, you still lose the spell use.

### ● Spell Resistance Check

•**Baseline Score:** Psyche reflex + adventurer level + modifiers from Spell Resistance, etc.

•**Explanation:** Attempt to resist the effects of a spell that will have a negative effect on you.

During a spell resistance check, you compare check scores (p. 128)—your spell resistance check against the opponent's spell use check.

You cannot avoid the effects of a spell that had a critical success spell use check unless you roll a critical success on your spell resistance check.



•**Effects:** If the final score of your spell resistance check is equal to or greater than the final score of the spell use check, you resist the spell. When this happens, the spell's effects could be reduced or dissipate entirely. Please refer to each individual spell's description for how much a successful resistance reduces the spell's effects.

## ● Provoke Check

•**Baseline Score:** Psyche reflex + fighter or monk level + bonus from Provoke

•**Explanation:** Provoke an enemy to draw their attention and their attacks away from an ally. The Provoke skill is required to perform this check.

During a provoke check, you compare check scores (p. 128)—your provoke check against the opponent's intelligence resistance check.

If your provoke check is a critical success, then as long as the opponent's intelligence resistance check isn't a critical success, they lose their reason and respond to the provocation.

•**Effects:** If the opponent fails their intelligence resistance check, they come under the effects of Provoke (p. 142).

## ● Movement Obstruction Check

•**Baseline Score:** Strength reflex + fighter level + bonus from Rampart

•**Explanation:** Block another character from trying to go past you within reach (5m) and hold them within reach. Alternatively, you can block another character who is within reach from trying to move to another place. Only one character may declare movement obstruction against a single movement. If multiple characters could declare movement obstruction at once, they should decide who will perform this check.

During a movement obstruction check, you compare check scores (p. 128)—your movement obstruction check against their movement obstruction resistance check. At this time, for each allied character within reach, you gain a +2 bonus to your movement obstruction check.

If the movement obstruction check is a critical success, then as long as the opponent's movement obstruction resistance check is not a critical success, their movement is halted.



•**Effects:** If the opponent fails their movement obstruction resistance check, you stop their movement and can hold them within reach. However, the opponent decides where inside that range they stop.

If the opponent passes their movement obstruction resistance check, they complete their movement, going to where they'd originally planned.

### ● Movement Obstruction Resistance Check

•**Baseline Score:** Strength focus or technique focus + fighter or monk or scout level

•**Explanation:** Shake off any obstructions from other characters attempting to bar your way. Imagine forcefully pushing through when using strength focus as the basic score, or nimbly slipping by when using technique focus.

During a movement obstruction resistance check, you compare check scores (p. 128)—your movement obstruction resistance check against the opponent's movement obstruction check. For each allied character within reach, you gain a +2 bonus to your movement obstruction resistance check.

If the opponent's movement obstruction check is a critical success, then unless your movement obstruction resistance check is a critical success, your movement is stopped. However, you decide where in the opponent's reach you stop.

•**Effects:** If the final score of your movement obstruction resistance check is higher than the final score of their movement obstruction check, you break through or slip by the opponent's movement obstruction and end your movement where you'd originally planned.

---

## ➤ RESISTANCE CHECKS ➤

---

Resistance checks are made when trying to rebuke external factors that would otherwise exert negative influence over you. They're also used in some cases to recover from negative effects you've already received.



## ● Strength Resistance Check

•**Baseline Score:** Strength reflex + adventurer level + bonus from Strengthened Immunity

•**Explanation:** Resist the negative effects of poison, illness, etc. If making this check to naturally recover from the negative effects of poison, illness, etc., you may use your strength endurance instead as your basic score when deriving the standard score. This is because natural recovery requires protracted resistance against poison or illness. When making a strength resistance check against poison or illness, the target value is defined by each type of poison or illness's intensity.

•**Effects:** If your strength resistance check succeeds, you don't receive the negative effects of poison, illness, etc. Alternatively, you naturally recover from poison, illness, etc.

## ● Psyche Resistance Check

•**Baseline Score:** Psyche reflex + adventurer level or dragon priest level + bonus from Cool and Collected

•**Explanation:** Resist terror or mental agitation and keep your calm, or attempt to recover from a negative mental effect like terror, confusion, or agitation. If making this check to recover from terror, agitation, etc., you may use your psyche endurance instead as your basic score when deriving the standard score. This is because recovering from these states requires protracted resistance to the situation that caused the terror, agitation, etc. When making these psyche resistance checks, the target value depends on the source. If there is no specified target value for the situation, the GM should set one.

•**Effects:** If your psyche resistance check succeeds, you maintain your calm or naturally recover from a negative state like terror, confusion, or agitation.

## ● Intelligence Resistance Check

•**Baseline Score:** Intelligence reflex + adventurer level or dragon priest level + bonus from Cool and Collected



•**Explanation:** Control your emotions throughout provocation or abuse to retain your judgment. Alternatively, attempt to recover from a state of irrationality.

When making an intelligence resistance check against provocation, you compare check scores (p. 128) against the opponent's provoke check. If the opponent is performing a kind of negotiation, compare check scores against the opponent's negotiation check.

When making this check to recover from a state in which you are behaving irrationally, you may choose to use intelligence endurance as your basic score. This is because recovering from these states requires some time spent making an effort to come to your senses. The GM should decide on a different target value or change how to resolve the state depending on the situation.

•**Effects:** If your intelligence resistance check succeeds, you are able to control your emotions and retain your rational behavior, or you are able to recover from a situation in which you have become irrational.

### ● Spell Resistance Check

Spell resistance checks (p. 141) are listed in the Checks Frequently Used in Battle section and are another kind of resistance check.

---

## ➤ MUSCLE STRENGTH CHECKS ➤

---

Muscle strength checks are made when a character's physical might is tested. The basic score for most of them uses the primary ability score strength for strength focus, strength endurance, or strength reflex.

Use strength focus in situations where you use muscle strength actively, such as trying to lift something with brute strength. Use strength endurance in situations where muscle strength is required over a long period of time, such as when holding up a heavy object. Use strength reflex when you need to endure momentary weight, such as when catching a falling object.



## ● Strength Check

•**Baseline Score:** Strength focus + fighter or monk level + bonus from Encumbered Action

•**Explanation:** A check for lifting heavy objects. Use strength focus as the basic score when you only need to lift the object for a very short period of time. If you need to lift it for longer, use strength endurance.

A strength check's target value is determined by the GM, depending on the object being lifted.

•**Effects:** If your strength check succeeds, you are able to lift the object or continue holding it up.

## ● Escape Check

•**Baseline Score:** Strength focus + fighter or monk level + bonus from Encumbered Action

•**Explanation:** Attempt to escape from a situation where you are bound or fettered, such as by a Binding Attack (p. 250) from a weapon like a whip or from ivy or tentacles.

When making an escape check, you compare check scores (p. 128), using your own score as the active side. For the passive side, use the final score of the hit check of the Binding Attack or relevant other special ability. Alternatively, you could set a target score for specific tangling ivy or tentacles encountered as obstacles. If no target score is given, the GM should set one.

During escape checks, note whether you have taken a restriction penalty from the binding. If someone has intentionally bound you using a weapon like a whip, that character will impose their own individual restriction penalty. The GM may also set a specific restriction penalty based on situations like the ivy coiling around you being very flexible, or the ivy being tangled around you in a very complex way.

•**Effects:** If your escape check succeeds, you free yourself from your binds.

## ● Climb Check (Muscle)

•**Baseline Score:** Strength endurance + fighter or monk level + bonus from Encumbered Action



•**Explanation:** Climb up or down a wall, cliff, or hanging rope using muscle strength.

The target score depends on the height you must climb up or down without resting, as well as what the wall or cliff is like. Use the table below to determine a target score.

### Target Score Modifiers for Climb Checks

Situation	Modifier to Target Score
Every 3m of height to be climbed up or down	+2
A weak wind is blowing	+2
A strong wind is blowing	+4
No footholds or handholds	+4
Equipped with heavy armor	+4
Possession movement modifier is -1 or less	+2
Possession movement modifier is -10 or less	+4
Using a rope or other tool	-4

**Effects:** If your climb check succeeds, you are able to climb up or down the wall or cliff safely. If it fails, you fall to a place down half the height you were trying to climb up or down and take falling damage (p. 198).

## ➤ FITNESS CHECKS ➤

Fitness checks are made when testing the degree of your athletic abilities or reflexes. The basic score for most of them uses the primary ability score technique for technique focus, technique endurance, or technique reflex.

Use technique focus when you need to use quickness for an active, short-term action. Use technique endurance when you need to keep being quick over a long period of time. Use technique reflex for situations that demand an instant reflexive response.



## ● Swim Check

•**Baseline Score:** Technique focus + adventurer level + bonus from Martial Arts

•**Explanation:** Swim through water. If you need to hold your breath for a long time underwater, the strength endurance basic score may be more appropriate.

The target score of a swim check differs based on the distance to swim and the strength of the water's current. Use the table below to determine a target score.

### Target Score Modifiers for Swim Checks

Situation	Modifier to Target Score
Every 1m to swim	+1
The current is relaxed	Multiply target score modifier from swim distance by 2
The current is somewhat strong	Multiply target score modifier from swim distance by 4
The current is raging	Multiply target score modifier from swim distance by 8
Equipped with light armor	+4
Equipped with heavy armor	+12
Possession movement modifier is -1 or less	+4
Possession movement modifier is -10 or less	+8

•**Effects:** If your swim check succeeds, you are able to safely swim to your destination. However, if it fails, you take fatigue from suffocation (p. 198).

## ● Climb Check (Fitness)

•**Baseline Score:** Technique endurance + ranger or scout level + bonus from Martial Arts

•**Explanation:** Climb up or down a wall, cliff, or hanging rope using your nimbleness and dexterity.

The target score depends on the height you must climb up or down without resting, as well as what the wall or cliff is like. Use the table titled Target Score Modifiers for Climb Checks (p. 146) to determine a target score.



•**Effects:** If your climb check succeeds, you are able to move up or down the wall or cliff safely. If it fails, you fall to a place down half the height you were trying to climb up or down and take falling damage (p. 198).

## ● Acrobatics Check

•**Baseline Score:** Technique focus + monk or ranger or scout level + bonus from Martial Arts

•**Explanation:** A check for testing your lightness and nimbleness, used for things such as moving across bad footing, having to suddenly keep your balance in an unstable spot, or breaking your fall after a plummet from a high place. For the basic score, it may be better to use technique endurance if you have to keep your balance in an unstable spot for a long period of time, or technique reflex for suddenly keeping your balance or breaking a fall.

The target score should generally be determined by the GM.

•**Effects:** If your acrobatics check succeeds, your check passes. You move safely across poor footing, keep your balance in an unstable spot, or reduce falling damage (p. 198) after plummeting from a high place.

## ● Jump Check

•**Baseline Score:** Technique focus + monk or ranger or scout level + bonus from Martial Arts

•**Explanation:** Make a long jump while wearing gear or jump high. The target score depends on the distance you must jump. Use the table below to determine a target score.

### Target Score Modifiers for Jump Checks

Situation	Modifier to Target Score
Every 1m to jump	+2
A strong wind is blowing	+4
Equipped with heavy armor	+4
Possession movement modifier is -1 or less	+2
Possession movement modifier is -10 or less	+4
You can't see your destination, or the footing is poor	+2
You can make a running start of at least 5m	-2



•**Effects:** If your jump check succeeds, you land at your target destination. If it fails, you aren't able to reach it. The GM should decide how far you got based on how much more you needed to reach the target value. If it's too much trouble to precisely calculate, you may simply state that the character was only able to reach half the distance they tried to jump.

### ● Dodge Check

Dodge checks (p. 137), described in the Checks Frequently Used in Battle section, are also a kind of fitness check.

## ➤ MANIPULATION CHECKS ◀

Manipulation checks are made when testing your manual dexterity or for any work that requires precision. Most manipulation checks use technique focus, technique endurance, or technique reflex.

### ● First Aid Check

•**Baseline Score:** Technique focus + ranger or priest or dragon priest level + bonus from First Aid

•**Explanation:** In order to perform first aid once, you must spend about five minutes and one set of first-aid supplies (p. 388).

First aid checks are made when performing basic healing or lowering a character's wound count. First aid cannot lower fatigue or the attrition track.

This check doesn't have a target score. Instead, use your final score as the effectiveness score to determine how many wounds you heal.

•**Effects:** Using the first aid check's final score as the effectiveness score to determine how many wounds you are able to heal. Consult the Determining Recovery Amounts for First Aid table. The determined result is called a **recovery amount**.

When a recovery amount has been determined, reduce the target character's wound count by that value. If the character receiving first aid has the Healing Affinity skill, reduce their wound count by the extra amount specified by its effect.



Once a character's wounds have been healed with first aid, they cannot lower their wound count through first aid again for three in-game hours.

### Determining Recovery Amounts for First Aid

First Aid Effectiveness Score	0–9	10–19	20–29	30–39	40+
Recovery Amount	1d3	1d6	2d6	3d6	4d6

### ● Handiwork Check

•**Baseline Score:** Technique focus + scout or ranger level + bonus from Handiwork

※ You can only use your ranger level when locating traps laid outdoors, setting traps outdoors, or disarming them. Your ranger level cannot be used for disengaging locks.

•**Explanation:** Disengage a lock on a locked door, treasure chest, etc. and make it so that it can be opened. You will need to be carrying lockpicking tools (p. 388) to easily pick locks. If you don't have lockpicking tools, you will take a –4 penalty on the handiwork check.

You can also disarm a trap or set one of your own. For setting your own, you must spend one set of trapping tools (p. 388) per handiwork check.

•**Effects:** If the handiwork check succeeds, you disengage one lock, disarm one trap so that it doesn't activate, or set one trap successfully. If you set a trap, take note of your final check score. That score will be used as the target score if someone else tries to locate or disarm it. It takes about ten minutes to disengage a lock, disarm a trap, or set a trap, but depending on the situation—such as whether or not you possess lockpicking tools—the GM may decide that it takes even longer. On the other hand, if your final score is at least twice the target score, the GM may declare that you succeeded in half the time.

### ● Hit Check

Hit checks (p. 136), described in the Checks Frequently Used in Battle section, are also a kind of manipulation check.



## ● Block Check

Block checks (p. 137), described in the Checks Frequently Used in Battle section, are also a kind of manipulation check.

## ✧STEALTH CHECKS✧

Stealth checks are made when doing things that fall under the specialty of thieves or spies, such as hiding behind obstacles, passing unnoticed, disengaging and disarming traps, and setting traps yourself. Most stealth checks use technique focus, technique endurance, or technique reflex.

## ● Stealth Check

•**Baseline Score:** Technique focus + scout or ranger level + bonus from Stealth

※ You can only use your ranger level when hiding outdoors or setting or disarming traps outdoors.

•**Explanation:** Act without making a sound to do something such as hide in the shadows. You may also use technique endurance for the basic score if you need to hide for a long period of time, or technique reflex if you need to hide immediately.

When making a stealth check, you will compare check scores (p. 128) with the sixth sense check of anyone else near where you've concealed yourself or are acting covertly (if a character is on their guard, they can also use an observation check). If a character is asleep or is preoccupied, they will take a -2 to -8 penalty on their sixth sense check (or observation check). The GM should decide how big the penalty should be. As a rule of thumb, a light sleep would give -2, deep sleep would give -4, and a lot of noise in the surrounding area, such as for a festival, would give -8.

•**Effects:** If the stealth check succeeds, you hide yourself or take an action without being noticed. However, if it fails, those nearby will notice you, and depending on the action you were attempting to take, a battle may begin, or you may face other disadvantages, such as the guards being called.



## ● Handiwork Check

Handiwork checks (p. 241), described in the Manipulation Checks section, are also a kind of stealth check.

# » INTELLIGENCE CHECKS «

Intelligence checks are made whenever the breadth of your knowledge, the depth of your teachings, or the strength of your memories is tested. Most intelligence checks use intelligence focus, intelligence endurance, or intelligence reflex. When you are taking time to think about or recall something, use intelligence focus. In times where your breadth of knowledge is tested for a long period of time, such as an exam, use intelligence endurance. For things like suddenly having a good idea or abruptly needing to recall something specific, use intelligence reflex.

## ● Monster Knowledge Check

•**Baseline Score:** Intelligence focus + spell-casting class level + bonus from Monster Knowledge

•**Explanation:** Make this check to see if you know about a monster's strengths, biology, or special abilities. You can also make this check to determine whether you have specific knowledge regarding animals or plants. Whenever you encounter a monster, you immediately perform a monster knowledge check for it. However, you can only make one monster knowledge check on the same monster in a single session.

For monsters, the target score is the monster's level + 9. For animals and plants, the GM should decide.

If, during the session, you hear information about the monster or read about it in a book, and you need to immediately recall what you heard or read about the monster's strengths and special abilities, you may use intelligence reflex as your basic score for the check if you wish.

•**Effects:** If the monster knowledge check succeeds, your character is assumed to know, in detail, about that monster, plant, or animal. For monsters, you look at their data.



If the monster knowledge check fails, you may not make another monster knowledge check against that monster in the same session. However, if you then have someone teach you what they know about that monster or read about it in a book, the GM may decide that you can make another monster knowledge check on that kind of monster.

Even if a monster knowledge check fails, if you have acquired Monster Knowledge, you will know the type of monster it is and its name. If you don't have Monster Knowledge, you know nothing.

### ● General Knowledge Check

•**Baseline Score:** Intelligence focus + sorcerer level + bonus from General Knowledge

•**Explanation:** Make this check to see if you have knowledge about any specific thing that exists in the Four-Cornered World.

The target score should be determined by the GM, based on what the knowledge is about and how deep the information you need to know is.

For determining whether you know about monsters, do a monster knowledge check instead. A general knowledge check will not teach you anything about monsters. If the GM wishes, they can decide that if nobody passes their monster knowledge check, as a safeguard, they can make a general knowledge check on the monster (using intelligence reflex as the basic score) with a target score of the monster's level + 6, and passing this check will tell them what type of monster it is and their name, but nothing more.

•**Effects:** If the general knowledge check succeeds, you are assumed to have the necessary knowledge on the subject.

### ● Magical Knowledge Check

•**Baseline Score:** Intelligence focus + sorcerer level

•**Explanation:** Make this check to see if you have knowledge regarding magic or a spell that exists in the Four-Cornered World.

The target score should be determined by the GM, based on what kind of magic the check is for and how much expertise one would need to have that knowledge.



- Effects:** If the magical knowledge check succeeds, you are assumed to have the required amount of knowledge regarding that magic or spell.

## ➤ PERCEPTION CHECKS ➤

Perception checks are made when your senses, intuition, or attentiveness are tested. Most perception checks use intelligence focus, intelligence endurance, or intelligence reflex.

When you are actively checking your surroundings or exploring, use intelligence focus. When you're exploring or observing over a long period of time, use intelligence endurance. When you have to observe something quickly, use intelligence reflex.

### ● Observation Check

- Baseline Score:** Intelligence focus + ranger or scout level + bonus from Observe

- Explanation:** Take note of something abnormal or out of place in your surroundings, search for something hidden, or sense a change in the expression of someone you're negotiating with. This check is mainly made when actively searching, investigating, or observing.

The target score should be set by the GM. When locating a trap or something else that is hidden, compare check scores (p. 128) with the final score on the handiwork check of whoever set the trap or hid the object.

- Effects:** If the observation check succeeds, you notice something abnormal or out of place in your surroundings, search for something hidden, or sense minute changes in a person's expression.

### ● Sixth Sense Check

- Baseline Score:** Intelligence reflex + ranger or scout or shaman level + bonus from Sixth Sense

- Explanation:** Immediately notice approaching danger, sense a trap you're about to step on, or realize that a living thing is hiding. This check is mainly made when deciding if you passively notice danger, an abnormality, or signs of such, and most of them are done at the GM's instruction.



The target score should be determined by the GM. When deciding if you notice a trap, compare check scores (p. 128) with the final score on the handiwork check of whoever set the trap. In the same way, when deciding whether you notice a concealed living thing, the target score is that living thing's final score on their stealth check.

•**Effects:** If the sixth sense check succeeds, you notice danger, the presence of a trap, or a living thing that is hiding. If you notice anything in this manner, you can stop whatever action you're currently taking and retreat from the danger for the moment. However, it will not remove any traps or concealed living things; the danger will remain where it is.

## ➤ MOVEMENT CHECKS ◀

Movement checks are made in situations such as when moving long distances without slowing or moving very quickly over a short distance. In these cases, checks for moving long distances use your strength stat, but for moving quickly over a short distance, you'll use your technique stat. Because of this, the basic score for movement checks differs based on the situation and your objective.

### ● Long-Distance Movement Check

•**Baseline Score:** Strength endurance + adventurer level + bonus from Long-Distance Movement

•**Explanation:** Walk over a long distance without growing fatigued.

Normally, when moving by foot over a well-maintained road, a character can move 200 times their movement speed, in meters, in a single hour. Naturally, when moving over paths that aren't maintained, or places that don't have a path at all, the distance a character can move shortens. For a hilly dirt trail, a character can generally move somewhere from 50 to 100 times their movement speed in meters, whereas in places without any kind of path, they can generally move around 20 to 40 times their movement speed in meters. Even if a character *could* keep moving for eight hours in a day, you'll also need to think about resting along the way to keep fatigue to a minimum. Thus, somewhere between



6 and 7 times the distance the character can move in one hour is a good approximation for how far they can walk in one day. On a maintained road, this multiplies out to 1,200 to 1,400 times their movement speed in meters. If a character doesn't have as much time to move, then the distance they can cover shortens by that amount.

When moving long distances like this, make a long-distance movement check. The higher your final score on this check is, the longer the distance the character can move without growing fatigued.

The GM should decide on when players should make a long-distance movement check based on the situation and objective. For example, on a maintained road where fatigue will be at a minimum, they can instruct players to make a check once a day; for bad roads that easily cause fatigue, they can instruct players to make a check once per hour.

•**Effects:** Convert the long-distance movement check's total score into an effectiveness score, then reference the Long-Distance Movement table below to find how far the character is able to move without suffering fatigue. Normally, when several people are moving in a group, you'll go along with whatever character got with the lowest effectiveness score; that character might be slow, or quick to fatigue. However, if you're disregarding fatigue, then you don't have to do that.

Additionally, all movement range formulas in the table use the movement speed of the character and meters as units of measurement. For example, if it says  $\times 200$ , read that as *200 times the character's movement speed, in meters*.

Effectiveness Score	Movement Distance (1 hour)	Movement Distance (1 day)
9 or less	$\times 160$	$\times 1,000$
10–14	$\times 200$	$\times 1,250$
15–19	$\times 240$	$\times 1,500$
20–24	$\times 280$	$\times 1,750$
25–29	$\times 320$	$\times 2,000$
30–39	$\times 350$	$\times 2,250$
40+	$\times 400$	$\times 2,500$



## ➤ PENALTIES TO CHECKS ➤

This section explains situational penalties to checks.

### ● **Penalty from Being Prone**

If a character is prone, they take a  $-4$  penalty on all checks except for resistance and intelligence checks.

During combat, standing back up from a prone position is a free action. However, the penalty from being prone lasts until the end of the round in which the character stood up. Hence, if a character stands up and immediately attacks an enemy, they will still take a  $-4$  penalty on their hit check.

### ● **Penalty from Movement**

If a character is moving somehow, such as walking or running, they may take a penalty to checks on actions they attempt to perform.

As a general rule, if a character has moved less than their movement speed in meters, they will not take a penalty to checks. However, running a distance from their movement speed up to twice their movement speed means they will take a  $-4$  penalty, and when performing a full movement up to four times their movement speed, they will take a  $-8$  penalty. The GM may also decide that, based on the situation, objective, or type of action, the character cannot perform said action while running, or they can't maintain their current state while moving.

### ✦ **Penalty to ranged attacks from movement**

If a character makes a ranged attack after moving, they take a  $-4$  penalty to their hit check, even if they haven't moved more than their movement speed in meters. If they have run twice their movement speed in meters, they take a  $-8$  penalty; if the character moves any farther than that, they will not be able to perform a ranged attack at all.

If the character performs the ranged attack first, then moves, they can only move within their reach (up to 5 meters).

### ✦ **Penalty to spell usage from movement**

If a character has moved farther than their reach (5 meters), they take a  $-4$  penalty for moving any amount up to their movement speed in



meters, and a –8 penalty for moving an amount up to twice that. If the character moves farther than twice their movement speed in meters, they will not be able to use a spell afterward. If the character uses a spell and then moves, they can only move within reach (up to 5 meters).

#### ✦ **Penalty to spell maintenance from movement**

Characters making a spell maintenance check will take a –4 penalty if they move farther than reach (5 meters) and a –8 penalty for running up to twice their movement speed in meters. If they move farther than that, they cannot perform a spell maintenance check (and the spell maintenance ends automatically).

If the character has already made a spell maintenance check, they can only move within reach (up to 5 meters).

#### ● **Penalty from Poor Vision**

If a character has not acquired Darkvision, they will take a penalty to checks when they need to visually confirm an opponent or object in a dark place. To avoid taking this penalty, characters will need to bring a source of light—any item included in Lighting Tools.

Similarly, if some other situation causes poor visibility—such as there being an obstruction, crowded surroundings where the character can't see over other people, or mist or fog hanging in the air—the character may still take a penalty. The GM should decide based on the situation how much of a penalty to apply. Use the following table as a guideline for penalty amounts.

#### **Penalties from Poor Vision**

Situation	Penalty
No light stronger than moonlight, there is thin fog or mist, there are trees thickly growing all around, the character can't see out of one eye	–2
Inside unlit buildings or underground areas with no light, there is thick fog or mist, there is a sandstorm, the character is in an incredibly dense forest, the character is in a dense crowd of people	4
The character is in a huge throng of people such as during a festival, the character can't see through their eyes	6
In unnaturally perfect darkness	–8



## ◆ Distractions

Lights can be used as a distraction. If a character in a dark place directly sees a source of light without protecting themselves, they must make a strength resistance check (p. 145). If they fail this check, then for three rounds, they cannot see out of their eyes.

The GM determines the target score based on the strength of the light source and other factors. A quick rule of thumb is 9 for a torch, 11 for a lantern or lamp, 13 for magical light, and 15 for sunlight reflected off a mirror. If a character has some sort of setup to focus the light against the opponent, the GM can add 2 to the target score.

## ● Penalties from Being in Water

While in water or in a watery area, characters will take a penalty on all checks except resistance checks and intelligence checks. The GM determines how much of a penalty characters take based on the situation. See below for a general rule on penalties for different predicaments.

### Penalties from Being in Water

Situation	Penalty
Footing is muddy, or in water up to the knees	-2
In water up to the waist	-4
In water up to the chest	-6
Fully submerged in water	-8

## FATE POINTS

Before the start of an adventure, the GM gives each of the PCs three to eight **fate points**.

Fate points represent the hard work the PCs have put in and the power of their will to resolve situations.

The number of fate points to give at the beginning of the adventure depends on how difficult it will be to complete that adventure. For an easy one, give three; for a medium one, five; and for a difficult one, seven.



Using fate points is referred to as praying to the gods, or as **prayer**.

The PCs all share one pool of fate points, and all PCs must agree upon their usage.

Fate points can be used in four different ways: increasing a check's results, rerolling the dice, fleeing, or gaining a hint for the adventure.

When using a fate point for any of the above, roll 2d6. If the result is equal to or greater than the current number of fate points, it succeeds, and you gain the effects of however you used it.

However, if the 2d6 roll is less than the current number of fate points, it fails and produces no effect.

When using a fate point, regardless of whether it succeeds or fails, add one to the current number of fate points.

Prayer is not a check. Because of this, it is unaffected by anything that affects checks. If there are currently 12 or more fate points, you cannot use any more.

### ● Fate Points Usage 1. Increase a Check's Results

Increase the result of a check performed by a PC by one tier. This makes failures into successes and successes into critical successes. However, you cannot use prayer on a critical failure.

If the prayer succeeds, then no matter how low the final check score was, it is treated as having succeeded as well. For example, even if your final score on a spell use check was lower than the spell's difficulty, the spell is cast anyway. In such instances, for spells whose effects are determined by an effectiveness table, use whatever effect has the lowest effectiveness score (on the left-hand edge).

When using prayer to increase a check's score, you can only use one prayer per check.

### ✦ Increasing check results in special situations

When using a spell or skill that affects multiple targets, you can still use a fate point to increase its hit check or spell use check. No matter how many targets there are, you may simply use one fate point on the hit check or spell use check.

### ● Fate Points Usage 2. Reroll Dice

Use when a PC has rolled the dice for anything aside from a check or prayer. If this prayer succeeds, the player may reroll all rolled dice, then



add 1 to each die. (The player does not *need* to do this. Also, if a die is a 6, it would turn into a 7.)

You can only use a prayer to reroll dice once for every dice roll opportunity.

### ● Fate Points Usage 3. Flee

All PCs flee from combat with enemies to a safe space. This prayer is initiated at the beginning of a round. It cannot be performed midround.

Using a fate point for this purpose will increase your current fate points by 3. In exchange, you don't have to roll for it—it automatically succeeds. The GM should make up a sudden event of some sort (such as the cavern ceiling falling, blocking off the enemy, or another monster storming in and throwing everything into chaos) to explain why the PCs were able to run away. If the GM can't think of a reason, they can just have the enemies retreat “for some reason.”

The GM decides how long the new area the characters fled to will remain safe. Fleeing only grants a temporary reprieve from danger, so it usually won't last too long. If the GM does give the players time to rest and perform first aid, they should encourage the players to act in some way. This might be the approach of new enemies while the players wait around.

### ● Fate Points Usage 4. Adventure Hint

If the PCs have ended up in a tight spot or run into a dead end, the GM may allow them to increase their fate points by 3 in order to gain a clue regarding how to resolve the situation.

The PCs are free to accept this proposition. If they do, then after increasing fate points by 3, the GM should give them a useful hint. The GM may also force an event to occur that moves the situation along.

When fate points are used for this, the prayer succeeds automatically without having to roll 2d6.

The PCs can also suggest to the GM that they'd like to use fate points in this way. The GM should consider the PCs' actions and the way the adventure has been going to judge whether to accept their request. There is no need for the GM to accept it if they believe the PCs haven't done everything they're supposed to yet. If the GM opts to not give any hints, do not increase fate points.



## ➤ BONUS EXPERIENCE FROM FATE POINTS ➤

If the adventure ends with the players having accomplished their objective, they can receive bonus experience points depending on their current number of fate points at the time of completion. The experience points earned for fate points is listed in the following chart. If the adventure does not end with the PCs accomplishing their objective, they cannot gain bonus experience from fate points.

### Bonus Experience from Fate Points

Current Fate Points	Bonus Experience (per Person)
12 or more	None
10 or 11	500
8 or 9	250
7 or less	None





# Combat

Combat is a special kind of event for resolving battles against monsters that the PCs encounter during their adventures.

While in combat, the game progresses over a series of **rounds**, while the positions of allied and enemy characters are kept track of on a **battlefield**.

One round is thirty seconds long.

This section will explain how combat progresses, as well as ways to resolve the many actions taken in combat.

---

## THE BATTLEFIELD

---

The battlefield refers to wherever combat is taking place.

All characters participating in combat, whether ally or enemy, have a position shown on the battlefield. Any obstructions, such as buildings, walls, trees, or springs, that might exist are also displayed on the battlefield.

The GM should draw the positions of all obstacles and ally and enemy characters on the battlefield using a piece of printer paper or the like and show it to the players so they know what's going on.

The distance between characters and other characters or obstructions is measured in meters.

As a general rule, the battlefield is treated as a flat surface. However, if flying characters exist, you may also keep track of height if you wish.



## ORDER OF COMBAT

Combat proceeds according to these steps:

### 1: Set up combat



### 2: Determine action order



### 3: Characters act



### 4: Round ends

Of these, you only perform step 1 a single time before combat. Once that's done, going through steps 2, 3, and 4 in order is considered one round, and they are repeated in that order until combat is over.

### ● End of combat

Combat ends when one of the following conditions is met:

- **All characters on one side, either enemy or ally, are dead or otherwise in a state where they are unable to act (such as being unconscious)**
- **All characters on one side, either enemy or ally, have surrendered or otherwise lost the will to continue combat**
- **A sudden natural phenomenon or unexpected event makes continuing combat impossible**

If one of these conditions is met in the middle of a round, combat must still go through the round-ending process. Thus, a check is still added to the attrition track.

## ➤ 1: SET UP COMBAT ◀

Combat setup is split into three parts: checking for a surprise attack, determining encounter distance, and positioning characters. The GM should draw the positions of enemy and ally characters as well as obstructions in order to describe the battlefield situation to the players.

This step is only performed once at the beginning of combat.



## ● 1-1. Checking for surprise attacks

If one side launches into combat before the other side has the chance to prepare, they will benefit greatly from the situation.

The only ways to perform a surprise attack are to get close enough to enemies to attack them without them noticing, or to lie in wait in order to ambush them.

In order to hide and move so that enemies don't notice, all players participating in the surprise attack must perform a stealth check (p. 152). Compare that check score (p. 128) with sixth sense checks (p. 155) from each enemy. If the enemies are monsters, use Check Scores Based On Monster Intelligence (p. 153) to find their check score. These checks are collectively called a **surprise attack check**. In addition, characters can gain the bonus from Anticipate whether they are the ones attacking or the ones surprised.

PCs who fail the check will fail in their surprise attack and be noticed. Any other PCs near the direction of the one who failed will also be discovered by enemies, even if they passed their check score comparison.

In cases where the PCs foresee certain allies being discovered (basically, using them as bait) and go in from a completely different direction, the opponents will be distracted by the PCs they discovered and won't have noticed the PCs hidden in the other location. In such instances, only that undetected group of PCs should be treated as having succeeded in their surprise attack. The GM can flavor the PCs' actions or the situation (for example, maybe the enemies were asleep or drinking) when deciding whether or not a surprise attack has succeeded, or add modifiers to stealth checks and sixth sense checks.

If at least 1 PC succeeds in their surprise attack, then after combat begins, only the PCs who succeeded are able to perform actions in the first round. The other characters (the enemies on the receiving end of the surprise attack and/or the PCs who failed the surprise attack) cannot make any moves or actions whatsoever during this initial round. Normal progression resumes starting on the second round.

If no PCs were able to succeed in a surprise attack, combat begins normally starting from the first round.

The PCs aren't the only ones able to stage surprise attacks. Sometimes, monsters may do the same thing. In these cases, use Check Scores Based On Monster Intelligence to find the monsters' stealth check scores.



## ● 1-2. Determine encounter distance

The GM should determine a distance between the PCs and enemies. If playing a premade adventure, the encounter distances will be provided. Otherwise, the GM should set it according to the situation. To determine this distance randomly, you can use 2d6×3m outdoors and 2d3×3m indoors.

## ● 1-3. Position characters

First, the GM positions the monsters.

After that, the PCs determine their own individual positions. Whichever PC is at the front of the party should stand at a distance from the monsters that equals the determined encounter distance. The other characters must be within five meters behind the PC in the front, so long as the players didn't previously announce their formation or locations in anticipation of encountering monsters.

Once it's clear where all characters are positioned relative to one another, move to the next step: 2: Determine Action Order.

### COMBAT-SETUP-EXAMPLE "MAGIC ARCHER ENCOUNTERS A HOBGOBLIN"

Magic Archer and Dwarf Shield Fighter, who have emerged victorious in their encounter with the goblins, locate one hobgoblin deep in the cave with two goblins serving him. It seems this hobgoblin is the leader of the goblin pack that has settled in this cave.

**Magic Archer:** If we beat these ones, it'll complete the quest. Let's mop them up!

**GM:** All right, then we'll start combat. We would start with a surprise attack check (p. 166), but we'll omit that this time. Based on the situation, if one side isn't trying to ambush or sneak up on the bad guys, there won't be a surprise attack.

Had this been a situation where the hobgoblin's group was lying in wait, Magic Archer and Dwarf Shield Fighter would have had to make sixth sense checks (p. 155). Then they'd compare their scores (p. 128) to the intelligence-based monster check scores on p. 153 for the hobgoblin to determine if the two of them detect the ambush. In that instance, the hobgoblin's group would be the active side (since they were springing the ambush), while Magic Archer and Dwarf Fighter would be the passive side.



**GM:** First, I'll decide on your distance to the enemy. We're indoors, which is 2d3 times 3 meters... (rolls) Two ones! They're at  $2 \times 3 = 6$  meters!

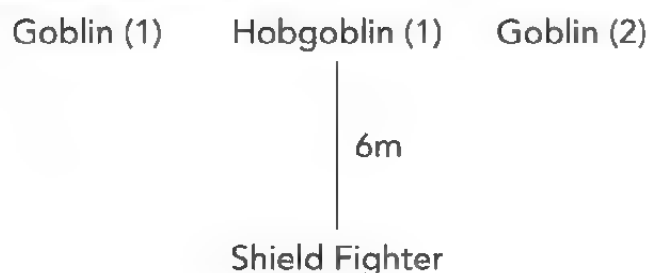
**Magic Archer:** They're right in front of us!

**GM:** No need to panic. That's the distance between the enemy and your frontliner.

**Dwarf Shield Fighter (henceforth Shield Fighter):** And I'm the vanguard of this party.

**GM:** That's right. So Shield Fighter is six meters away from whichever goblin stands at the enemy's front line. In this case, all the monsters are frontline types, so the hobgoblin and the two goblins are all lined up.

#### Battlefield Diagram 1



**GM:** Magic Archer can be anywhere within 5 meters behind Shield Fighter, so you can be at most 11 meters away from the enemy's front line.

**Magic Archer:** Oh. That's a relief. I'll be 5 meters behind him then.

#### Battlefield Diagram 2





If the GM wanted to be more precise with the battlefield layout, they could have determined a distance between the hobgoblin and goblins 1 and 2 as well. For example, perhaps they were each 5 meters apart, if they were keeping reach in mind.

On the other hand, if the cave wasn't very large, the goblins could have been lined up in a 3 meter hallway with the hobgoblin a bit behind them.

The GM has free rein when it comes to how detailed they want to be with the battlefield setup.

**GM:** Now that the distances are figured out, next would be a monster check—but you already did it when you accepted the quest at the Adventurers Guild (p. 465), so we can leave that out. Now, do your initiative check so we can figure out the action order for the first round!

---

## ➤ 2: DETERMINE ACTION ORDER ◀

---

This is where each round begins.

If the players are looking to escape, now is the time for them to discuss it. They can flee using a main action as well, but this is the only time they can use fate points to flee (p. 176).

The PCs should weigh their wound counts, how fatigued they are, how far the attrition track has gone, how many enemies remain, and how much damage they've done to the enemies. If they determine they can't win, they should probably choose to flee for the time being, returning to a town to rest and shop if necessary.

If they're not going to flee, they follow the next steps to find their initiative and determine what order they'll act in.

All characters on the battlefield, both ally and enemy, make an initiative check (p. 136).

An initiative check is only 2d6 plus the bonus from the Anticipate skill if the PC has learned it. Determine the monster's initiative by using whatever is indicated in that monster's Initiative section.

The total score of a PC's initiative check is simply called their **initiative**.

For this round, characters will act in initiative order, highest to lowest.



If two allies end up with the same initiative, they may discuss and choose who acts first. If two monsters roll the same initiative, the GM decides who acts first. However, if an ally and a monster both get the same initiative, they will perform another initiative check in order to determine who will act first.

During this process, a character can lower their own initiative to act later on in the turn order.

The action order determined here only lasts until the end of this round. Once the next round starts, all characters still alive will make another initiative check to determine their action order for that round, and so on.

### ✦ **Critical success and failure on initiative checks**

A critical success on an initiative check confers a +5 bonus on the check's total score. This will usually allow whoever made the check to take action early in the round, but it doesn't necessarily mean they'll go first.

A critical failure on an initiative check automatically gives an initiative of 0. Apart from critical successes and critical failures, all initiative checks are considered a success, and a PC can also use a fate point to increase the result of this check.

### ● **Minion action order**

There are two types of monsters: bosses (p. 203) and minions (p. 205).

Minions are led by a boss; they can choose either to act with the same initiative as their boss, or to act at whatever spot in the order their own initiative would put them at. Any minions not led by a boss—even if another boss is on the battlefield—can only act during their standard initiative.

If there is no boss present, the GM may, if desired, perform just one check for each type of minion and treat all minions of that type as having the same initiative.

For example, if goblins and goblin archers were present, the GM could perform one initiative check for the goblins and one for the goblin archers. Their resulting initiative values would apply to *all* goblins and all goblin archers respectively.



## EXAMPLE OF DETERMINING ACTION ORDER “MAGIC ARCHER REHEARSES HOW TO DETERMINE ACTION ORDER”

**Magic Archer:** GM, could you tell me a little more about how we decide who goes first in combat?

**GM:** Sure thing! I'll use you and Dwarf Shield Fighter (henceforth Shield Fighter) getting into a fight with three goblins as an example to explain.

We assume Magic Archer, Shield Fighter, and the three goblins (1 through 3) have each made their own initiative checks, and the results are as follows.

### Initiative Checks of Characters

Character	Initiative
Magic Archer	8
Shield Fighter	6
Goblin 1	6
Goblin 2	5
Goblin 3	5

**GM:** In this case, the action order would look like this.

### Action Order Example 1

Initiative	Characters
8	Magic Archer
6	Shield Fighter, Goblin 1
5	Goblin 2, Goblin 3

**GM:** This means Magic Archer would go first, since she got an initiative of 8. Either Shield Fighter or Goblin 1 would go next with their initiative of 6.

**Magic Archer:** If you have the same initiative as an enemy, you have to make another initiative check, right?

**GM:** Yep. But only the characters with the same initiative as each other. So you, Goblin 2, and Goblin 3 wouldn't do it again.

**Shield Fighter:** Right! You're on, Goblin 1!



Shield Fighter got an initiative of 5, and Goblin 1 an initiative of 6. Because of that, the action order ends up as follows.

### Action Order Example 2

Initiative	Characters
8	Magic Archer
6-6	Goblin 1
6-5	Shield Fighter
5	Goblin 2, Goblin 3

**Shield Fighter:** ...Heh. Not bad for a miserable goblin.

**GM:** The results for the second initiative check don't affect anyone except for the characters who had the same initiative. No matter how good you roll on the second check, you can't overtake anyone who already beat you in the first check.

**Magic Archer:** So then I'm first, Goblin 1 is second, and Shield Fighter is third. Since Goblin 2 and Goblin 3 both have an initiative of 5, which goes first?

**GM:** When two allies get the same initiative, they discuss it and decide for themselves who should go first. Since monsters got it, that means I, the GM, move them in whatever order I want.

**Magic Archer:** Ohhh, I get it!

**GM:** If there had been a hobgoblin boss (p. 559) instead of Goblin 1, the action order might have turned out something like this.

### Action Order Example 3

Initiative	Characters
8	Magic Archer
6-6	Hobgoblin (Boss), Goblin 2, Goblin 3
6-5	Shield Fighter

**Shield Fighter:** What?! Why would Goblin 2 and Goblin 3 go before me with an initiative of 5?

**GM:** The boss can make the minions they're leading act at the same point in the turn order as them. Basically, the minions would all have the same initiative as their boss.



**Shield Fighter:** That would be a disaster!

**Magic Archer:** That means the bosses leading them must be pretty strong. Let's be careful.

### ➤3: CHARACTERS ACT◀

Characters now take their actions in the order determined in 2: Determine Action Order.

A **turn** is when a specific character can act.

In one turn, a character can move once and perform one main action. These may be done in any order. They can move and then perform a main action, or they can do the main action first and then move. They can also do a main action and not move, or they can move without taking a main action. They can even do none of these things and pass their turn entirely.

Once the character has both moved and taken a main action, or they have chosen to forfeit one or both, their turn ends, and it becomes the turn of the next character in the action order. And once all characters participating in combat—both ally and enemy—have finished their turns, you move to 4: Round Ends.

#### ● 3-1. Movement

Characters can move up to their movement speed in meters. They can move up to twice that if running, and up to four times that if running at full speed without caring about anything else. However, if a character runs or uses a full movement, they will take various penalties to checks and restrictions to their main actions.

#### ✦ Determining movement paths

When a character moves, they need to specify a destination and their path from their current location to that destination. Naturally, they can't go any farther than their movement speed along that path with whatever movement method they use (normal movement, running, or running at full speed).

However, it can be straining—and time-consuming—to calculate



using trigonometric functions and pi, so when you need to calculate distance along a path, just eyeball it.

And of course, any obstructions barring the character's path will affect them. If a wall is in the way, the character might have to make a jump check (p. 149) to handle getting over it. Alternatively, it might cost some movement to get across. If the wall is too high and can't be crossed, the character can try climbing it with a climb check (p. 146). If that doesn't seem appropriate during combat, they will just have to decide on a different path of movement to go around the wall.

The GM should take the situation into consideration when deciding how to handle obstructions like these along a character's path of movement.

### ✦ **Obstructing movement**

When a character tries to move, if there are any enemies who fulfill any one of the following conditions, the character may be obstructed by that enemy:

- **The character's current position is within reach (5m) of the enemy**
- **The character's movement path brings them within reach (5m) of the enemy**

If a PC is trying to move, a monster can attempt to obstruct their movement; if a monster is trying to move, a PC can attempt it.

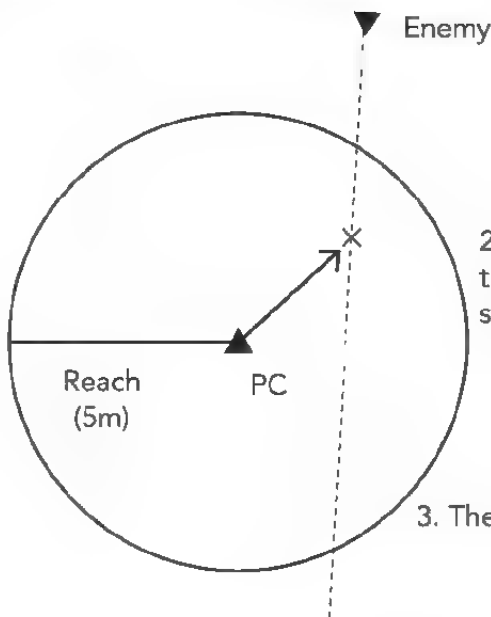
Whoever is obstructing the other's movement performs a movement obstruction check (p. 143). In response, whoever is trying to move makes a movement obstruction resistance check (p. 143). Then you use the final scores for each and compare them (p. 128).

If the character trying to move wins (they succeed in their movement obstruction resistance check), they are able to move to their destination as planned. If the character doing the obstructing wins (they succeed in their movement obstruction check), the character who was trying to move must end their movement within reach of the character who obstructed them. The obstructed character decides where within their obstructor's reach (5m) to end their movement.



### Movement Obstruction Diagram 1

A character wants to obstruct an enemy moving through reach.

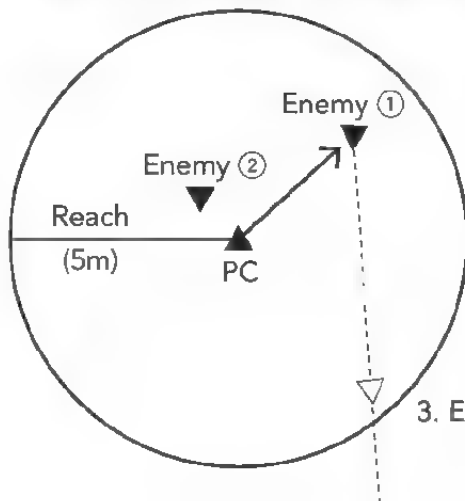


2. The PC succeeds in obstructing the enemy's movement. The enemy is stopped within reach.

3. The enemy decides where to end their movement.

1. An enemy tries to pass through a PC's reach.

### Movement Obstruction Diagram 2



2. The PC wants to obstruct movement. Because of Enemy 2, the enemy gets a +2 bonus to their movement obstruction resistance check. If the obstruction succeeds, Enemy 1 will be stopped within reach.

3. Enemy 1 decides where to end their movement.

1. Enemy 1 tries to exit a PC's reach.

## ● 3-2. Main Actions

A character can perform one of the following actions as their main action.

- Attack with a weapon
- Use a spell



- Use a skill
- Use an item
- Declare an attempt to flee

A character may only perform one of the main actions listed above during a single turn. For more details on these actions, please refer to Main Action Details (p. 175).

### ● 3-3. Free Actions

A free action is any supplementary action a character takes that isn't one of the main actions, such as switching their weapon or shield (but only before a weapon attack), getting up from being prone, nocking an arrow, removing one item from their knapsack or bag, or having a conversation that lasts less than thirty seconds. Characters may also perform an action other than these as a free action, but only with the GM's permission.

A character can use a free action at any point during their turn. If the GM decides the character's free action would most likely take longer than thirty seconds, they can end that free action in the middle or have the player not perform it at all. As a rule of thumb, one free action should take about ten seconds, and the GM may allow players to perform up to three free actions in one round.

For more about free actions, see Free Action Details (p. 181).

---

## ➤ 4: ROUND ENDS ➤

---

Once every character participating in combat has ended their turn and there are no characters remaining who can act, handle everything that comes with the round ending.

The end of the round is split into three steps, performed in the following order: 4-1. Effects End, 4-2. Morale Check, and 4-3. Attrition Track Check.

When these have all been dealt with, time advances to the next round. Return to 2: Determine Action Order. Rounds will continue in this way until combat ends.



### ● 4-1. Effects End

Any and all spell effects, skill effects, special ability effects, item effects, or other effects that are scheduled to end at the end of the round do so now.

### ● 4-2. Morale Check

At this point, minions perform a **morale check**.

Any minions not led by a boss may run away. The check is made by rolling 2d6 and adding it to their monster morale stat. If the result of the check is equal to or greater than the target value of 13, that monster remains on the battlefield. However, if the check comes out to be less than the target value of 13, the minions attempt to flee.

When a monster attempts to flee, any PC within reach of that monster (5 meters) may simply declare that they are blocking the monster's escape in order to do so. However, a single PC can only have a 100 percent chance to block one monster from fleeing per round. From the second monster on, a movement obstruction check (p. 142) will be required, which is then compared (p. 128) against the monster's Check Scores Based On Monster Intelligence (p. 153). A PC stops the monster from fleeing only if they win the check. Do not forget to add in the bonus from the number of allies in reach for both the monster trying to flee and the PC trying to block them.

If the PC does not block a monster's escape, the monster withdraws from the battlefield. The GM should decide whether escaped minions should affect the adventure's future developments. For example, they could be meeting up with a boss to set up an ambush, or they could have simply run away somewhere.

### ✦ **Morale checks for bosses and minions led by bosses**

As a general rule, bosses and minions led by bosses will not flee. For this reason, they will not perform a morale check.

However, if the adventure makes it clear that they *should* flee, or the GM would like to make them flee in order to keep the game moving along, they may have such monsters flee as well.

### ● 4-3. Attrition Track Check

Check one of the boxes in the attrition track (either a box or a spiked bubble).



To start, check off the box in the upper left, then move along the path of boxes to the right as you check off more boxes. After the twentieth box, you will check off the spiked bubble in the bottom left for the twenty-first one (example on p. 46).

You check off a box in the attrition track at the end of every round while in combat. Nothing happens when you check off a regular box, but when you check off a spiked bubble, your character gains one point of fatigue. If the character's wound count is equal to or greater than their life force, then your character gains one point of fatigue each time you check off a regular box, and *two* each time you check off a spiked bubble.

The attrition track is on Adventure Sheets so that each player can keep track of their own. However, the GM should make sure to write down how many checks there should be in the attrition track. This way, it'll be easier to manage and harder to make mistakes.

### ◆ **Monster fatigue**

Monsters don't have an attrition track. Because of this, they don't accumulate fatigue from checking one off.

If a monster does gain fatigue from some other source, they instead take 2d6 points of damage per point of fatigue. This damage isn't reduced by their armor score.

---

## ➤ **MAIN ACTION DETAILS** ◀

---

This section explains more about main actions.

There are five types of main action: 1. Attack with a Weapon, 2. Use a Spell, 3. Use a Skill, 4. Use an Item, and 5. Declare an Attempt to Flee.

Characters can carry out one of these main actions per turn.

### ● **1. Attack with a Weapon**

A character can attack one enemy within their weapon's range using an equipped melee weapon or ranged weapon.

Attacks made with melee weapons are called **melee attacks**, while attacks made with ranged weapons are called **ranged attacks**.

For how to perform these attacks, refer to Weapon Attacks (p. 184).



## ● 2. Use a Spell

A character can use one spell that they have learned.

For how to perform these spells, refer to *Spells* (p. 211).

## ● 3. Use a Skill

A character can use one skill that requires them to spend a main action. They can also use skills that do not require a main action, even if they're already using their main action on a skill. Be careful, though—using skills in this way may affect movement.

For how to use skills and their effects, refer to the description for that skill.

## ● 4. Use an Item

A character can take one item from their possessions and use it. For how to use items and their effects, refer to the description for that item. If you want to take out arrows or bullets that are *not* stored in a specific storage item such as a quiver or stone bullet pouch, the main action ends with the character having only taken them out of their belongings. Because of this, they would have to wait for their next turn in order to actually use the arrows or bullets and perform a ranged attack.

## ✦ Using potions

A character can consume a potion or hand it to a character within reach (5 meters). A character who has received a potion can use it on themselves on their own turn.

For a character to use a potion they have on another PC, they have to use a free action to take the potion out and a main action to have the other PC drink it.

## ✦ Switching weapons and shields with those in possessions

A character must use a main action to switch their currently equipped weapon or shield with one from their possessions. The character stows their currently equipped weapon or shield in their possessions on their turn. By their next turn, they have taken out the weapon or shield that they want and equipped it. Characters cannot change armor in the middle of combat.



### ✦ **Leaving lighting sources on the ground, etc.**

If a character is holding a lighting source of some sort, like a torch or a lantern, one of their hands will be full. This will prevent them from using two-handed weapons, and from using a one-handed weapon and a shield in tandem (they could equip either a weapon or a shield, but not both).

If a character gently places their lighting implement on the ground or floor, their hand becomes free, and they gain the ability to use two-handed weapons or use a one-handed weapon and a shield in tandem.

The act of gently placing a lighting tool on the ground is a main action. When done like this, lighting implements that would otherwise break—such as a lantern or lamp—will remain intact. A character may toss a lighting implement to the ground using a free action, but it may break. Refer to the item's information for whether it will break or not.

### ● **5. Declare an Attempt to Flee**

A character can choose to flee, withdrawing from the battlefield.

When a character has chosen to flee, they spend their main action declaring that they'll attempt to flee, then use their movement to withdraw from the battlefield.

At this time, if the fleeing character is not within movement range of any enemy, their escape automatically succeeds.

However, if they are within at least one enemy's movement range, and that enemy wants to block them from escaping, the character's movement will be obstructed (p. 174). This movement obstruction is an exception to the rule, since an enemy can obstruct a fleeing character's movement from outside its reach (5 meters).

If the fleeing character is within the movement range of two or more enemies, only one of those enemies will make a movement obstruction check (p. 142). In such a case, the enemy would get a +2 bonus for each enemy within movement range of the fleeing character. This bonus is gained instead of the normal bonus from allies within reach. The two kinds of bonuses will not stack.

If the fleeing character's movement is obstructed, they need to make a movement obstruction resistance check. They will gain a +2 bonus for each ally within reach (5 meters) of them.



If the fleeing character passes their movement obstruction resistance check as a result, they successfully flee. They aren't able to if they fail, however.

A character who has fled the battlefield in this way cannot return to the battlefield without the GM's permission.

### ◆ **Penalty from fleeing**

When a character fails an attempt to flee or makes their movement in an effort to withdraw from the battlefield and fails, then once their turn ends and until their next turn comes, they take a -4 penalty on all checks except for resistance checks and intelligence checks.

## ➤ **FREE ACTION DETAILS** ◀

Any supplementary actions that aren't considered a main action are called **free actions**.

There are many kinds of free actions, such as switching weapons or shields, getting up from being prone, nocking an arrow, or having a conversation that takes less than 30 seconds. The GM may permit other actions to be free actions as well, depending on the situation and need.

A character can use free actions whenever they want during their turn. However, if the GM decides the action will take more than 30 seconds, they can halt that action partway through or force the player not to take that action. As a rule of thumb, consider a single free action to take about 10 seconds, making it possible for a character to use up to three in one round.

### ● **Declaring Skills Used in Combat**

Some skills will require the player to announce that they're using it as a free action.

These skills may indicate in their description that they are used as a free action. For more details, see the description for the particular skill.

### ● **Switching Weapons and Shields in Equipment**

A character can use a free action to swap weapons or shields with ones in their Weapons and Shield sections. As long as they're using weapons



and shields in their Weapons and Shield sections, they can switch to whatever they want, however they want.

However, a character cannot swap weapons after making a weapon attack, using a spell that gains a bonus from a weapon's effect, or using the weapon in any other way.

### ● Getting Up from Being Prone

A character can get up to their feet from a prone position. However, the penalty from being prone lasts until the end of the round that they stood up in.

Because of this, the character will take a -4 penalty on hit checks and spell use checks if they get up and immediately attack an enemy. In addition, any character who has just gotten up this round will take a -4 penalty to dodge checks and block checks.

### ● Nocking an Arrow

A character can load ammunition such as stone bullets, arrows, and bolts that are stored within their proper storage item—such as a quiver or stone bullet pouch—into a ranged weapon. This will allow them to use their ranged weapon to perform a ranged attack.

Darts for dart guns are treated as ammunition as well.

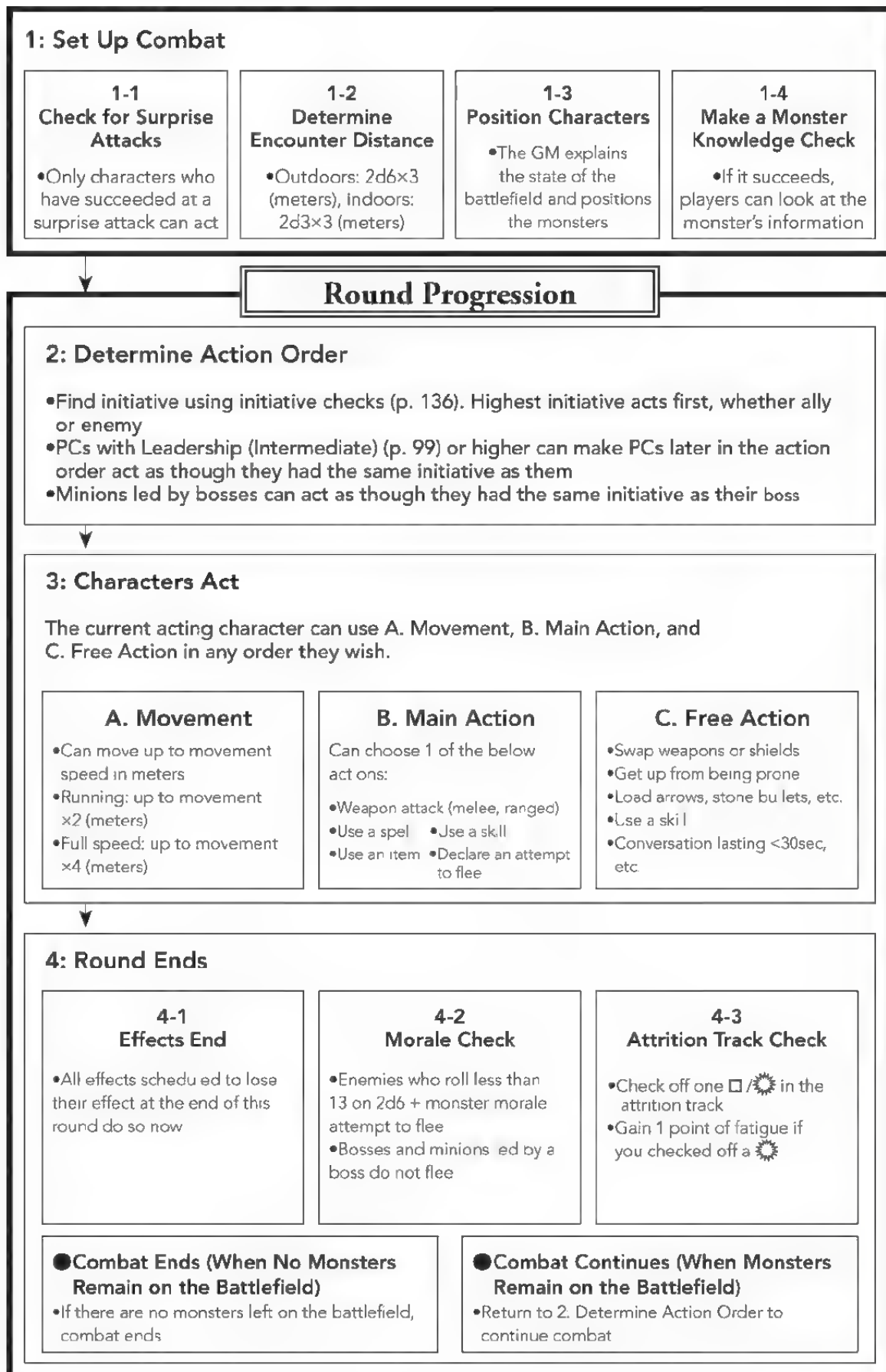
### ● Having a Conversation That Lasts Less Than 30 Seconds

The GM may allow the characters to have a conversation, either among themselves or with enemies, so long as it ends before 30 seconds (in-game) are up. Characters can use this to try and persuade enemies to stand down and end combat, or to try and get information out of them.

The GM should try to allow as much of this type of player action as possible. However, if the conversation goes too long and feels unnatural to finish in 30 seconds, the GM may stop it partway through as well.



# Combat Flowchart





## WEAPON ATTACKS

A character can use their equipped melee weapon or ranged weapon to attack one enemy within their weapon's range.

Attacks made with melee weapons are called **melee attacks**, while attacks made with ranged weapons are called **ranged attacks**.

When making an attack, declare one of three attributes: slash, pierce, or bludgeoning. The attributes you can choose for this are determined by each weapon. You cannot make an attack with an attribute the weapon doesn't have.

When making an attack, first, perform a hit check. Melee and ranged attacks both use the same method for making hit checks.

### ➤ HIT CHECKS ◀

Hit checks are for determining if a character's melee or ranged attack strikes the target.

The basic score for a hit check is found using the following formula. This is called the **base hit score**.

**Base hit score = technique focus + level of class using the weapon + modifiers from skills like Weapons: XX**

Adding the character's equipped weapon's hit modifier to that standard hit score gives a value called the **total base hit score**.

Using this total base hit score, you can find the final score for the character's hit check using the below formula.

**Final hit check score = total base hit score + 2d6**

The total base hit score and final hit check score may gain bonuses or suffer penalties depending on the items your character possesses or the skills they're using. Make sure to factor in the effects of any items or skills that affect your character's hit checks.



In response to the hit check's final score, the character on the receiving end either makes a dodge check (p. 137) or a block check (p. 137). They then compare that score (p. 128) with the score for the attacker's hit check.

For more about defense checks (dodge checks, block checks) for the character receiving the attack, refer to *Defending Against Weapon Attacks* (p. 187).

If the attacker's hit check score is higher than the opponent's dodge check score, the attack lands. If the opponent chose to block with their shield and made a block check, then as long as the block check isn't a critical success, the attack will still hit regardless of the block check's final score. However, if the attacker's hit check score is equal to or lower than the opponent's block check score, the opponent will catch the attack on their shield and greatly reduce the damage.

#### ✦ **Critical successes and failures on hit checks**

If a hit check is a critical success, then not only do you add 5 to the final score, but the attack also cannot be defended against without the opponent also rolling a critical success on their dodge check or block check. If the critical success attack lands, it causes a critical hit.

On the other hand, if a hit check is a critical failure, it's treated as a normal failure. The attack doesn't land, and you don't need to find a total score for the check. The opponent will not need to defend it.

#### ✦ **Attacking while moving**

When moving within reach (5 meters), a character will face no penalties or restrictions.

If they move between reach and their movement speed in meters, they can perform melee attacks without any penalties. However, they will take a -4 penalty on hit checks for ranged attacks.

If a character moves beyond that, up to twice their movement speed in meters, they take a -4 penalty on melee attacks and a -8 penalty on ranged attacks.

If they use a full-speed movement to move up to four times their movement speed in meters, they take a -8 penalty on melee attacks and cannot perform ranged attacks at all.



## ✦ Cover

A character cannot make a ranged attack if they can't see their target enemy due to an obstacle like a wall, trees, or boulders. If the target is partially visible, the attacker takes a penalty on the hit check of -2 if about half of them is visible, -4 if about one-third of them is visible, or -6 if only one part is visible, such as their head or an arm. Other characters are not treated as cover except in special circumstances.

Those circumstances include an enemy using a hostage as a shield, or a character trying to use their own body as cover. In situations such as these, a character may be treated as cover.

Ultimately, it's up to the GM whether something is considered cover, whether something is visible or not, and how much of a penalty to assign.

## ✦ Attacks against stationary objects or disabled opponents

When attacking a stationary object or an opponent who has been rendered unconscious by passing out or sleeping or is otherwise disabled, the attack will always hit as long as the hit check is not a critical failure.

## ● Shield Attacks

A character can use their shield for a melee attack. Its attacking attribute is treated as bludgeoning damage.

The standard hit score for a shield attack is found using this formula: technique focus + level of a class that can equip that shield + bonus from Weapons: Maces or Weapons: Close-Combat.

All small shields without weapon data have a power of 1d3+1, and their hit modifier is -2. All large shields have a power of 1d3+2, and their hit modifier is -2.

## ● Throwing Weapons and Shields

Most weapons and shields are throwable. A weapon or shield that is thrown is treated as a throwing weapon. However, a character cannot throw any weapon or shield that says *not throwable*. Also, when throwing a weapon or shield without any special effects related to throwing, whatever scores they originally possessed don't matter. Thrown weapons and shields are considered one-handed weapons with an attribute of bludgeoning, a power of 1d3+1, a hit modifier of -2, and a range of 10 meters.



If a character throws a weapon that says *made for throwing*, use the listed values for its hit modifier, power, and range instead.

If a character throws a weapon that says *throwable*, use the weapon's original hit modifier and power. Its range is 10 meters.

## DEFENDING AGAINST WEAPON ATTACKS

A character receiving a melee or ranged attack can defend against it in two ways: by dodging, or by blocking with a shield.

When dodging an enemy's attack, the character makes a dodge check. If the dodge check succeeds, they completely avoid the attack and take no damage.

When blocking an enemy's attack with a shield, the character makes a block check. Choosing a block check means the attack will land. However, the properties of the equipped shield being used for the block check make it easier to pass a block check than a dodge check, and passing a block check will reduce the incoming damage more than failing one.

Dodge checks and block checks are sometimes called **defense checks**. If a character's defense check is a critical failure, it causes a critical hit (p. 190).

## » DODGE CHECKS «

Dodge checks are made to completely evade enemy attacks.

The basic score for a dodge check is found using the following formula. This is called the **base dodge score**.

**Base dodge score = technique reflex + level of class using dodge + bonus from Martial Arts**

Adding the character's equipped armor's dodge modifier to that base dodge score gives a value called the **total base dodge score**.

Using this total base dodge score, you can find the final score for the character's dodge check using the formula below.

**Final dodge check score = total base dodge score + 2d6**



The base dodge score and final dodge check score may gain bonuses or suffer penalties depending on the items your character possesses or the skills they're using. Make sure to factor in the effects of any items or skills that affect your character's dodge checks.

Using this final score of your character's dodge check, compare scores (p. 128) with the opponent's hit check score.

If the dodge check score is equal to or higher than the opponent's hit check score as a result, the character completely dodges the attack and takes no damage.

#### ◆ **Bonus from parrying**

If an equipped weapon or shield has a Parry (+*n*) effect, or the character has learned the Parry skill, add the bonus from the Parry (+*n*) effect to the final score of the dodge check.

For more information on parrying, refer to the explanations on the equipment effect Parry (+*n*) (p. 351) and the Parry skill in the Skills section (p. 98).

#### ◆ **Critical successes and failures on dodge checks**

If a dodge check is a critical success, then regardless of the final check score, the character successfully evades the attack. Even if the opponent rolls a critical success on their hit check, their attack will end in failure.

On the other hand, if a dodge check is a critical failure, the attack hits regardless of the hit check's score. It also causes a critical hit (p. 190).

## ➤ **BLOCK CHECKS** ◀

Block checks are made to block an opponent's attack with a shield. For this reason, a character can only perform one if they have a shield equipped.

The basic score for a block check is found using the following formula. This is called the **base block score**.

**Base block score = technique reflex + level of class using the shield + bonus from Shields**



\* \* \*

Adding the character's equipped shield's block modifier to that base block score gives a value called the **total base block score**. When making a block check, the character gains a large bonus from the shield's block modifier, making it easy to pass (because the check's score tends to be higher). Don't forget to add in that block modifier.

Using this total base block score, you can find the final score for the character's block check using the following formula.

$$\text{Final block check score} = \text{total base block score} + 2d6$$

The total base block score and final block check score may gain bonuses or suffer penalties depending on items your character possesses or skills they're using. Make sure to factor in the effects of any items or skills that affect your character's block checks.

Using the final score of your character's block check, compare scores (p. 128) with the opponent's hit check score.

If the block check score is equal to or higher than the opponent's hit check score as a result, the blocking character succeeds in catching the attack with their shield. Because the opponent's attack is still treated as having landed, any effects that depend on an attack connecting will still activate. Effects that require an attack to land include Binding Attacks (p. 250).

If a block check succeeds, the character adds the block score and armor score of the shield they have. By doing so, they reduce the incoming damage even more.

#### ✦ **Critical successes on block checks**

When a block check is a critical success, then it completely blocks whatever the attack is, regardless of the enemy's hit check score, and the character takes no damage. This goes even for when the opponent's hit check was a critical success.

On the other hand, if a block check is a critical failure, then the attack lands, and the defender can't subtract the shield's armor value or block value from the damage. In addition, a critical hit (p. 190) occurs.



## ATTACK AND DEFENSE SUMMARY

### Hit Check Results and Attack Results

Hit Check and Defense Check Results
Attack Results
<b>Hit Check Score &gt; Opponent's Dodge Check or Block Check Score</b> <hr/> The attack lands. Determine damage to the opponent. The opponent can only reduce damage by their armor score.
<b>Hit Check Score ≤ Opponent's Dodge Check Score</b> <hr/> The attack doesn't land
<b>Hit Check Score ≤ Opponent's Block Check Score</b> <hr/> The attack lands. Determine damage to the opponent. The opponent can reduce damage by their armor score plus block score.

### CRITICAL HITS

A critical hit occurs when one of the following conditions is met.

- A hit check is a critical success, and the opponent's defense check (dodge check or block check) is not a critical success
- A hit check is not a critical failure, but the opponent's defense check (dodge check or block check) is a critical failure

If a critical hit occurs, roll 1d6 on the following table to determine the result.



## Critical Hit Table

1d6	Critical Hit Effect
1	The defender takes the blow to the head, dazing them. For 1d3 rounds, they are unable to act.
2	The defender breaks a bone, gaining 1d6 points of fatigue due to the intense pain and blood loss. In addition, until the bone is fixed, any penalties to checks based on their fatigue rank are multiplied by 2. If the defender is a monster, all damage they take after reducing it with their armor score is multiplied by 2
3	The defender's weapon or shield is knocked away by the impact. If they had both a weapon and a shield equipped, the attacker decides which one to knock away. The weapon or shield that was knocked away flies 1d6x2 meters in a random direction. If the defender isn't holding a weapon or shield, that equipment slot for attacking is broken, and the defender deals half damage on their attacks from then on.
4	Blood or grime gets in the defender's eyes (or other visual sensory organ), temporarily blocking their vision. For 1d3 rounds, they take a -6 penalty on all hit checks, dodge checks, and block checks. They also cannot perform any action that requires them to be able to see the target, such as certain spells.
5	The attack strikes a gap or fastener on the defender's armor, causing it to fall to the ground and reducing the defender's armor score to 0. When not wearing armor, the defender's armor score will still become 0, due to reasons such as their shell being broken, body hair or fur being scraped off, or scales being shaved away.
6	The defender falls prone (p. 158). If they were airborne, they fall and take falling damage (p. 198). Unless a specific height had been declared, they are treated as if they fell from a height of 3 meters.



# Weapon Attack and Defense Flowchart

## [Attacker] 1: Decide a target of attack and attack method

- The attacking character indicates which character they're attacking and with what weapon.
- Using a one-handed sword, two-handed sword, ax, spear, mace, staves, or close-combat weapon makes it a melee attack; using a throwing weapon or a bow makes it a ranged attack.

## [Attacker] 2: Make a hit check (p. 136)

- Depending on other factors, such as whether the character has already moved this turn, they may take a penalty to their hit check.

Critical success

Neither a critical success or critical failure

Critical failure

## [Defender] 3: The defender makes a defense check (dodge or block)

- Choose to make either a dodge check (p. 137) or a block check (p. 137).

### Critical Success

Even if the hit check was a critical success/critical failure

### Success

If the hit check was a critical success, the defense fails

### Failure

If the hit check was a critical success

### Critical Failure

## Defense is a critical success!

## [Attacker, Defender] Choose whether to use fate points (p. 160)

- If the attacking character successfully attacked, or their attack was a critical success
- The attacker and defender can only use fate points once

## Critical Hit!

Refer to the critical hit table (p. 191)

## [Attacker, Defender] 4: Apply Attack Effects

- If the attack was a success or critical success, the attack connects, and the defending character takes damage!
- If the dodge was a success or critical success, the defending character dodges the attack and takes no damage.
- If the block was a success or critical success, the defending character blocks the attack with their shield!
  - If the block is a success, the defending character reduces the damage by their armor score + block score.
  - If the block was a critical success, the defending character takes no damage!



## DAMAGE

During combat, when a weapon attack lands or an attack spell is used, PCs deal damage to their opponents. Obviously, PCs can take damage as well when they're unable to defend against an enemy attack, their defense isn't enough, or when being struck by a spell.

Any received damage is recorded in the Wounds section of the Adventure Sheet (p. 36).

### ✧ DETERMINING DAMAGE ✧

For determining damage from weapon-based melee or ranged attacks, see Damage from Weapons. For determining damage from spells, see Damage from Spells.

The damage determined using these methods is sometimes called **calculated damage**. Calculated damage is the damage the attacker is trying to deal to the opponent.

A concrete example for determining weapon-based damage can be found on Example of a Weapon Attack (p. 184). Likewise, a concrete example for determining damage from a spell can be found on Example of Using Magic (p. 218). Please refer to them for help.

#### ● Damage from Weapons

Every weapon has a **power**, such as 1d6+1 or 2d6+2.

When an attack with a weapon lands, calculate the damage to the enemy using the following formula.

**Weapon attack damage = weapon power + level of class using the weapon + bonus from hit check effectiveness score**

The hit check's effectiveness score is the hit check's total score plus any equipment effects the weapon has (such as Strong Blow: Slash, Strong Blow: Bludgeon, or Piercing Attack) and any other bonuses or penalties from skills.



The bonus to power from the hit check's effectiveness score can be found in the table below.

**Damage Effectiveness Table**

Effectiveness Score	14 or less	15 to 19	20 to 24	25 to 29	30 to 39	40 or more
Bonus Damage	None	+1d6	+2d6	+3d6	+4d6	+5d6

## ● Damage from Spells

Some spells deal damage to a target. As a general rule, these spells are classified as **attack spells**.

The damage a spell does to an enemy can be calculated using the following formula.

$$\text{Spell damage} = \text{spell power} + \text{other bonuses}$$

However, a spell's power changes depending on the spell use check's effectiveness score and the spell caster's class level.

The spell use check's effectiveness score is its total check score plus bonuses or penalties from any equipment, items used, or skills. For spell use checks, see Using Spells (p. 213) and Spell Use Checks (p. 138).

Each spell has an effect table that shows the variation in effects depending on the effectiveness score. When calculating a spell's power, see the individual description for that spell.

## ✦ Damage attributes

Most damage has an attribute.

For example, weapons can deal damage of either the slash, pierce, or bludgeoning attribute; which one it is depends on the weapon being used for the attack. Spell damage also has attributes: earth, water, fire, and wind.

Other kinds of damage may have these attributes, too. Falling damage is bludgeoning, and if you jump into some blazing flames, you will naturally take fire damage. If you're poisoned, you may take poison-attribute damage. However, there are some types of damage that have no attribute at all.

Each weapon, spell, and item listed in this book will have an attribute for its damage, so see their individual descriptions. If you receive a kind



of damage not described in this book, the GM should decide what attribute it is.

### ✦ **Damage to multiple opponents**

Sometimes, you will deal damage to two or more opponents at once with spells that affect an area or by attacks from the Mow Down skill. In these cases, determine the damage for each target you deal damage to individually.

## ➤ **REDUCING DAMAGE** ◀

All damage, whether it's from weapons or spells, can be reduced by the character's armor score. Keep in mind that some spells and monster special abilities specify that *this damage cannot be reduced by armor score*. When this phrase appears, give it priority over this section.

A character's armor score is determined by the armor they have equipped.

When a character passes a block check, they add the block score of the shield they have equipped to their armor score.

### ● **Applying Damage and Fatigue**

The damage a character actually takes is called **applied damage**.

Applied damage can be calculated using the following formula.

**Applied damage = damage from weapon attack or spell – (armor value (+ block value))**

Applied damage can never be less than 0 in any circumstance. If you get a negative value for applied damage using the above formula, treat it as 0.

After that, you add the applied damage to the character's wound count. Write the value in the Wounds section of your Adventure Sheet. If something is already written there, add the new value to it for the current total.

If this results in the character's wound count equaling or exceeding their life force, they will start gaining one point of fatigue for every check on the attrition track. If a spiked bubble is checked off in the



attrition track at the end of the round, the character gains two points of fatigue instead of one.

If the character's wound count ever equals or exceeds twice their life force, they die.

### ● Reducing Damage from Spells

Damage from spells can be reduced by passing a spell resistance check (p. 141). In most cases, when the spell resistance check succeeds, the spell's effects will either disappear or be halved. However, there are certain spells that characters cannot make a spell resistance check against.

When reducing spell damage with the character's armor score, first, reduce the spell's effects with a passed spell resistance check, then subtract the armor score from that.

### Damage from Other Sources

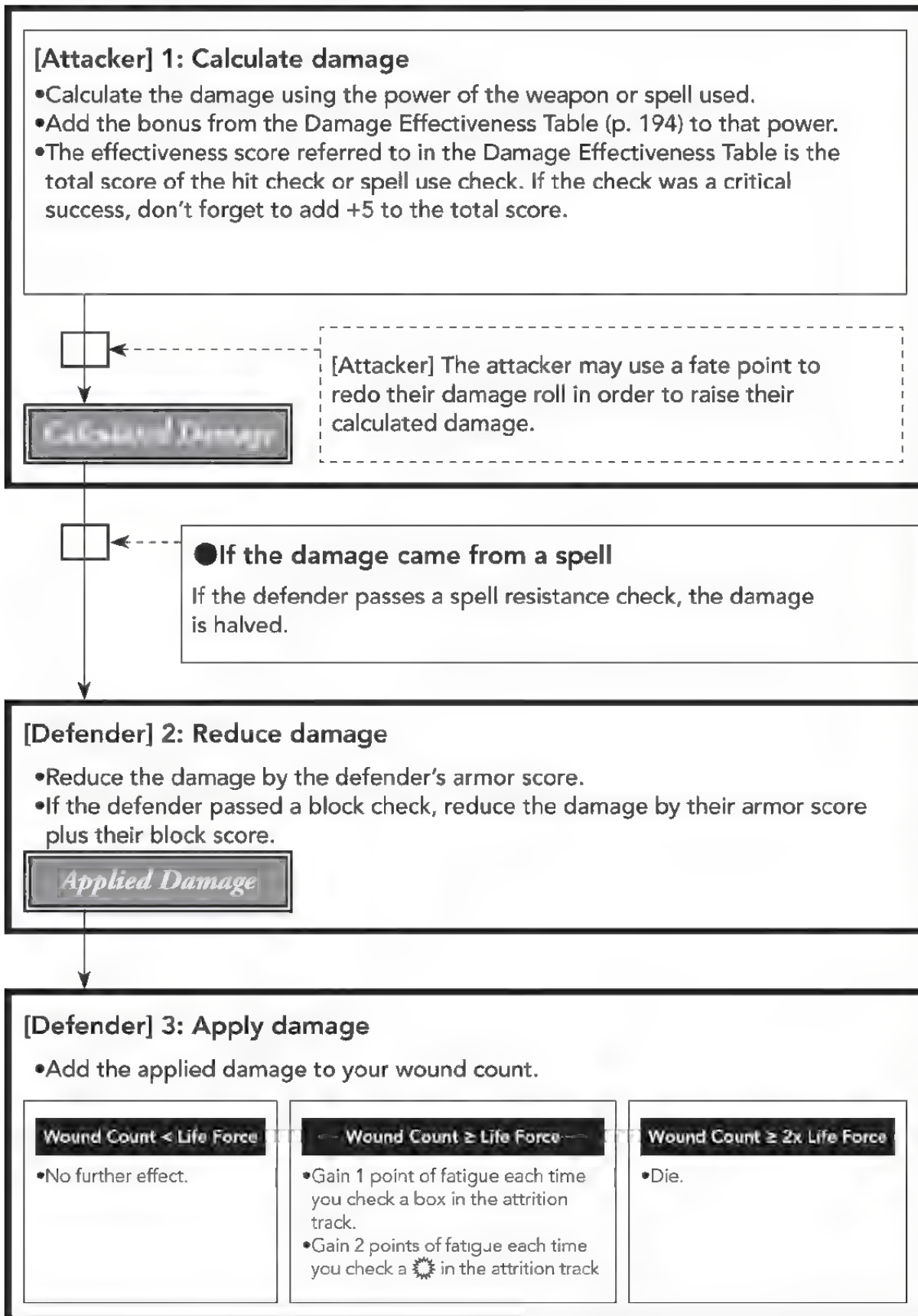
Sometimes, a character will take damage from something other than a weapon attack or a spell's effects. For example, they might be poisoned, fall ill, get scorched by flames (burned), or be hurt by the cold (frostbite).

When this type of damage occurs, the item or adventure that brought the effect about should tell you how to calculate the damage. The GM may also use a spell or item as a reference and decide it on their own.

Please keep in mind that most of this kind of damage cannot be reduced by armor value.



# Damage Determination Chart





## ✧ OTHER DAMAGE AND FATIGUE ✧

During your adventures, your character will take many different types of damage and become fatigued.

This section explains those damage types, as well as fatigue, in detail. If any type of damage or fatigue occurs but is not explained here, the GM should use these descriptions as a reference to decide how to treat it.

### ✦ **Falling damage**

When a character falls freely, they take  $1d6 \times$  half their fall distance (in meters) of bludgeoning damage. The character's armor score does not reduce this damage.

A falling character can make an acrobatics check (p. 149) with a target score of  $3 \times$  their fall distance (in meters). If they pass it, the damage is halved. If there are spikes or sharp rocks at their destination, they may take additional damage. In such cases, first, resolve the normal falling damage, then add on the extra damage.

### ✦ **Fatigue from suffocation**

If a character is underwater or otherwise somewhere they can't breathe enough—such as a room in which the air is very thin—they will take fatigue from it.

For every round (thirty seconds) a character is in such a place, they must make a strength resistance check (p. 144). Use strength endurance for this check's basic score.

The target score for this check is  $10 +$  the number of rounds that have passed.

The GM may assign bonuses or penalties depending on the situation. For example, if the character can still breathe slightly—meaning there isn't a *complete* lack of air—they may apply a +4 to +8 bonus on the strength resistance check. Or if the air is thinning and there's a good amount of time before it runs out, then for a specific number of rounds, the GM may decide not to add the number of rounds that have passed to the target score.

Whatever the case is, each time the character fails this strength resistance check, they suffer 1 point of fatigue. If their fatigue rank increases as a result, they will take a penalty to their strength resistance checks as



well, making it easier to fail future checks. If their fatigue rank reaches 4, they pass out. At 5, they die.

#### ✦ **Fatigue from not sleeping**

If a character goes without sleep for 24 hours, they suffer 1 point of fatigue. After that, they must make a strength resistance check (p. 144) for every hour they don't sleep. The target score for this check is 10 + every hour that has passed after 24 hours.

Each time the character fails this check, they suffer 1 point of fatigue. In addition, each time they suffer a point of fatigue, they must make a psyche resistance check (p. 144). If they fail this, they fall asleep on the spot and continue to sleep for 1d6 hours. The target score for this check is 10 + every hour that has passed after 24 hours.

#### ✦ **Fatigue from not eating**

If a character goes without eating for 24 hours, they suffer 1 point of fatigue. After that, they must make a strength resistance check (p. 144) for every three hours they don't eat anything. The target score for this check is 10 + 1/12th the hours they haven't eaten for.

Each time the character fails this check, they suffer 1 point of fatigue.

#### ✦ **Monster fatigue**

Monsters don't have attrition tracks. Because of this, they will not suffer fatigue as a result of their attrition track increasing.

If a monster becomes fatigued for some other reason, they take 2d6 points of damage for each point of fatigue instead. This damage cannot be reduced by their armor score.



During their adventures, player characters will be wounded and fatigued for many reasons—combat, traps, or walking along poorly maintained paths.

This section explains how to recover from wounds and fatigue. On page 46, there are examples of how to record wound count, spell uses, fatigue, and attrition track recoveries.



The GM may also heal wounds or fatigue using methods not introduced here. For example, eating a special kind of food, visiting a holy place, or drinking the water in a magic spring.

### ✦ **Comfortable locations, safe locations**

If a character wants to recover from wounds and fatigue by resting or sleeping, they must do it in a comfortable or safe place.

Comfortable and safe places must not be too cold or too hot, and they must have little chance of being attacked by enemies.

Examples of such places include inns, houses within settlements, camps with a guard or lookout, or caves with no enemies in them. When resting outdoors, there must be a campfire. In the same vein, sleeping outdoors requires the use of camping tools (p. 394).

When a PC rests or sleeps, the GM should decide on a case-by-case basis whether their location is comfortable and safe.

### ● **Recovering from Wounds**

A character's wound count can be lowered by certain spell effects, using items like healing potions (p. 399), or through first aid. They can also be lowered by sleeping for at least six hours in a comfortable location.

For recovering from wounds using spells or items, refer to the description of the specific spell or item.

For recovering from wounds with first aid, see both the skill description for First Aid (p. 388) and first aid checks (p. 150).

Sleeping mends wounds up to half a character's life force for every six hours of sleep. For more details, see *Recovery via Sleep* (p. 201).

When a character recovers from wounds due to any kind of effect like this, they subtract the amount recovered from the value currently in their Wounds section, erase the old number, and write the new number.

### ● **Recovering Spell Uses**

A character can recover spell uses through the Worship skill (p. 261), the Meditate skill (p. 262), or by sleeping.

For recovering uses through Prayer or Meditation, refer to the descriptions of the skill being used.

Sleeping recovers all of a character's spell uses for every six hours of sleep. For more details, see *Recovery via Sleep* (p. 201).



When a character recovers spell uses, they erase the checks in the checkboxes from when they used spells.

### ● Recovering from Fatigue

A character can recover from fatigue from spell effects by using items like stamina potions (p. 400) or by sleeping for at least 3 hours in a comfortable location.

For recovering from fatigue using spells or items, refer to the description of the specific spell or item.

Sleeping recovers 1d3 points of fatigue for every 3 hours slept; if the character sleeps for 6 hours straight, they recover 2d3+1 points of fatigue. For more details, see Recovery via Sleep (p. 201).

When a character recovers from fatigue due to any kind of effect like this, they erase the amount recovered from the checkboxes in their Fatigue section. When erasing a check mark, start from the newest ones (from the checkbox in the upper right).

### ● Lowering Attrition

A character's attrition can be lowered by eating and resting enough or by sleeping at least 3 hours in a comfortable location.

The food eaten can be rations, but the character must rest for at least 30 minutes in a safe place to eat. By having their PC eat and rest this way, a player can erase three check marks from their attrition track.

Sleeping allows a player to remove 3 check marks for every 3 hours slept. If the PC sleeps for 6 hours straight, the player can remove 10. For more details, see Recovery via Sleep (p. 201).

When a character lowers their attrition like this, erase that number of checks from the checkboxes on their attrition track. When doing so, start with the newest check marks (in either the squares or spiked bubbles starting from the bottom right).

---

## ✧ RECOVERY VIA SLEEP ✧

---

By sleeping for a total of six hours per day in a comfortable location, a character recovers from wounds and fatigue, regains spell uses, and decreases their attrition in the following ways:



- Wounds:** Sleep 6 hours to lower your wound count by half your life force
- Spell uses:** Sleep 6 hours to regain all spell uses
- Fatigue:** Every 3 hours of sleep lowers fatigue by 1d3 points; sleep 6 hours straight to lower fatigue by 2d3+1 points instead
- Attrition:** Every 3 hours of sleep decreases the attrition track by 3; sleep 6 hours straight to decrease it by 10 points instead

When sleeping, a character will recover all these things at once.

However, once a character has slept a total of 6 hours in one day, they cannot gain any recovery effects from sleeping more until the in-game date has changed (or while sleeping through that date as it changes).

## RECOVERING FROM STATUS AILMENTS

During adventures, characters will suffer a variety of adverse effects from spells, items, traps, and the special abilities of monsters. Write down all these adverse effects on your Adventure Sheet as status ailments. You can use the Character Appearance section or just use the blank space around the edges of the pages.

These status ailments can also be healed by spell and item effects. For some of them, a character can perform some sort of action as a main action or free action to recover from it.

When your character recovers from a status ailment, erase that ailment from your sheet.

Status ailments fall into a few major categories: poisons, illnesses, curses, paralysis, drowsiness (for not sleeping for 24 hours or more), hunger (for not eating for 24 hours or more), bone fractures, not being able to see out of one or both of the eyes, and being bound. The way to recover from these status ailments is explained in the description for the spell, item, trap, monster ability, etc. that causes it. Some spells and items can remove poison, illness, and curses. Be sure to consult the entry for the spell or item in question.

The GM may also set a special item, facility, or the like that will heal status ailments.



## MOUNTED COMBAT

When fighting while riding on a horse—whether a normal one or a military steed—use the movement speed of the creature your character is riding in place of your character's movement speed.

In addition, while riding, any bonus based on your character's class level used for calculating checks and damage on *all* actions has a limit of 1. This is called the **riding restriction**. This restriction can be removed by acquiring the Riding skill and advancing it.

However, a character can still use any skill they've acquired, even ones with a prerequisite, such as having to be at least fighter level 7—because this prerequisite is only a restriction at the time of acquiring the skill.

If a character falls prone while riding a creature, they fall off that creature. When they fall off, assuming they fall from a height of 3 meters, they take 2d6 points of falling damage (p. 198).

## BOSSES AND MINIONS

Monsters fall into one of two roles: **bosses** and **minions**. This section explains how to treat each one, as well as the characteristics of each.

### ➤ BOSSES ➤

Bosses are the chief leaders of a group of monsters—minions. This makes them stronger than minions.

When you want to have a boss appear in combat, a good rule is to use the average level among PC adventurers plus two as the boss's level. Try to keep it to a single boss, or two at most. Additionally, each boss should have a number of minions equal to the number of PCs. Minions are the true strength of a boss.

At the beginning of combat, the GM points out to the players which



monster or monsters on the battlefield have the special ability [Boss] (Leadership  $n$ ). However, the GM need not make every monster with the [Boss] (Leadership  $n$ ) ability a boss, instead having those monsters appear as minions.

An adventure will generally have only one battle containing a boss. All other battles should only use minions. However, if the GM wants the PCs to have a tough adventure, they could potentially have a boss appear in more than one battle or have two or more show up in a single one. If the GM decides to do this, they should take the utmost care to adjust the number of monsters, their strength, and the battlefield conditions in order to give the PCs a chance of winning, even if they do have to fight tooth and nail to get there.

### ● Boss Combat Actions

Bosses don't use any fixed scores for hit checks, dodge checks, block checks, spell use checks, or spell resistance checks, instead simply rolling 2d6. Because of this, not only will their check scores change from one check to the next, but they'll also have a chance to roll a critical success or critical failure.

### ● Boss Leadership

Bosses possess the special ability Leadership. They cannot command more minions than their Leadership ability specifies. The minions the boss leads must all be equal to or less than half the boss's level.

The GM should decide what kind of boss to use, and what sort of minions they command. Unless there's a reason to do otherwise, the boss should be accompanied by their minions at the beginning of combat.

Any minion led by a boss will take their action as though they possess the same initiative as the boss. The GM can freely decide what order the boss and minions should act in.

When a boss is defeated, the minions of that defeated boss will all become leaderless until another boss takes leadership of them again.

Bosses can spend a free action on their turn to take leadership of several new minions. However, the number of minions they lead can never be higher than their Leadership. They also cannot take leadership of any minions who are higher than half of their own level.



### ● Gaining Support Effects from Minions

As a free action, the boss can receive support effects (p. 206) possessed by the minions they lead. When the boss receives support effects, that minion is treated as if they've already used a main action. Thus, the boss cannot receive support effects from a minion who has already acted.

If a minion providing a boss with support effects dies, becomes disabled due to the effects of spells or the like, or becomes forced to attack with the Provoke skill, the boss instantly loses the support effects from that minion.

The minion providing the support effect needs to spend their main action on it. As a general rule, bosses are not under any support effects at the beginning of combat. However, if the GM decides that the enemy has already noticed the PCs and prepared themselves for combat, they may start the battle with support effects already granted to the boss. In these cases, the GM should make sure to warn the PCs that the enemy has already prepared themselves for combat.

### ● Bosses Fleeing

As a general rule, bosses will never flee. However, the GM may decide to have one attempt to flee. Whatever the case is, the boss doesn't make any morale checks (p. 177).

## ➤ MINIONS ➤

Minions are the common, rank-and-file soldiers.

When having them appear on the battlefield, using about the same level as the PC adventurers for the minions is usually appropriate. They can be a lower level, too, if a boss is leading them. No matter how low a minion's level, they can still provide support effects to the boss, so they will still be a threat to the PCs. Try and limit the number of minions who appear to a value somewhere between the number of PCs and twice that number.

### ● Minion Combat Actions

Minions use fixed scores for their hit checks, dodge checks, block checks, spell use checks, and spell resistance checks, so they don't roll 2d6.



The GM should still roll the dice for checks other than those, such as initiative and when you need to find a total check score from monster intelligence, using whatever method is defined.

### ● Minion Action Order

Minions being led by a boss have an initiative equal to the boss's. When this happens, the GM decides freely what order the boss and minions should act in.

Minions not being led by any boss move in accordance with their regular initiative.

### ● Minion Support Effects

Minions possess support effects. When a boss uses a free action to gain one, the minion they gained the effect from is treated as already having used their main action. (They can still move.)

Support effects grant many bonuses, such as adding to initiative, hit checks, power, dodge checks, block checks, armor score, spell use checks, spell resistance checks, and other special abilities. Some minions might have even more unique support effects.

When multiple minions have granted a single boss their support effect, all the support effects are added together.

### ● Minion Escape

Any minion who is no longer led by a boss must make a morale check at the end of each round. Minions may flee as a result. The GM should decide if and how any escaped minions will be involved with future developments in the adventure. Each individual minion not led by a boss makes their own morale check to see if they escape. For more information, see Morale Check (p. 177).

### ◆ EXAMPLE OF A WEAPON ATTACK ◆ ◆ "MAGIC ARCHER TAKES ON THE HOBGOBLIN AND HIS MINION" ◆

Combat has begun with the hobgoblin deep in the cave.

On the first round, the first turn goes to Magic Archer, who had a lucky roll.



**Magic Archer:** Okay. I'm gonna insta-kill this hobgoblin!

**Dwarf Shield Fighter (henceforth Shield Fighter):** Wait up! I doubt even you could take out a hobgoblin in one shot. Minions have support effects they can use to power up their boss—they're a real pain. Shouldn't we thin out the minion goblins first?

**Magic Archer:** Support effects?

**GM:** Goblins have a support ability that reads *Gives 1 boss +1 to hit checks, power, and armor score*. But they have to use a main action to use that, so the hobgoblin hasn't been powered up yet.

**Magic Archer:** Then shouldn't we deal as much damage to the hobgoblin while we can?

**GM:** It's a matter of preference, I suppose. You could probably just kill goblins in one attack each. The other plan would be to whittle down their numbers, denying the boss their support.

In addition, if the Hobgoblin got past Shield Fighter and went after Magic Archer, he would get a +2 bonus per ally within reach on its checks, so for 2 allies, he would get a +4. Shield Fighter only has Magic Archer for an ally, so he'd only get a +2 bonus. The enemy would have a +2 advantage.

It's very possible that the Hobgoblin will fly into a rage after being hit by Magic Archer, then break past Shield Fighter and attack her.

**Magic Archer:** ...That doesn't sound good... I'll attack Goblin 1!

**GM:** Straightforward! Gotcha. Your short bow has a range of 60 meters, so Goblin 1 is well within range.

**Magic Archer:** For my hit check... My standard hit score is 7, and then I add 2d6 to that. (rolls) I got an 8! That makes 15!

**GM:** The goblin's dodge check came up 12, so you hit. Go ahead and roll for damage.

**Magic Archer:** My total power is 1d6+1, but my effectiveness score, which is the same as my hit check's result, is 15, so looking 15 up on the Damage Effectiveness Table... That gives me a +1d6 bonus. That makes 2d6+1 points of damage in all!

Effectiveness Score	14 or less	15 to 19	20 to 24	(rest omitted)
Bonus Damage	None	+1d6	+2d6	(rest omitted)



The effectiveness score is the same as whatever final result you get from a hit check. The higher the hit check result is, the better your character can strike at the enemy's weak points, thus doing more damage. These effects are listed in the Damage Effectiveness Table.

An effectiveness score of 15 or higher is needed to get extra damage. After 15, every 5 gives another +1d6. Remembering that will make it easy to calculate damage without looking up the table every time.

**Magic Archer:** (rolls) My 2d6 was a 10, then plus 1, so I do 11 points of damage.

**GM:** 11, huh? The goblin's armor score is 2, which makes 9. The goblin's life force is only 9, so you do exactly enough to defeat it!

**Magic Archer:** Ha! Good-bye!

Monsters also total up all the damage they receive as wounds to add to their count, just like PCs. Unlike PCs, however, if their wound count rises to their life force or more, they simply die. Be sure to remember the distinction!

Next up is the hobgoblin's turn.

**GM:** Magic Archer moved first and took out Goblin 1, but Goblin 2 and 3 are still here! The two minions both activate their support effects on the boss hobgoblin. The hobgoblin's hit checks, power, and armor score will get +2 now!

**Shield Fighter:** Don't seem so happy about it, GM. I've got a bad feeling about this.

**GM:** Sorry, can't help it, Shield Fighter. The hobgoblin, now with the support of his underlings, swings his maul down at you!

The hobgoblin's hit check is found with 2d6+9, and it then gets another 2 added on from the support effects.

**Magic Archer:** Wait, isn't that, like, really bad? Did we underestimate this hobgoblin?

**Shield Fighter:** Speak for yourself—I didn't underestimate it at all!

**Magic Archer:** Give it your best, Shield Fighter. For now, I'll do the hit check. (rolls) ...The dice came up with 9, so it gets 20 as a result.

**Shield Fighter:** Oof!



**GM:** If it hits you, it's getting a +2d6 bonus on its damage according to the table, so... Adding in its base power and the minions' support effects, it would be rolling 4d6+8 damage.

**Magic Archer:** 4d6+8, huh? Well, he won't die in one hit...probably.

**GM:** Shield Fighter, you have a shield equipped, so you can choose either to dodge (p. 137, p. 386) or to block with it (p. 137, p. 189). Which will it be?

**Shield Fighter:** My base dodge score is a 9, you know. I'd have to get at least 11 on the 2d6 to pass that one. For blocking, since my base block score is 14...getting 6 or higher on a 2d6 will pass. I'll block this one with my shield!

**Magic Archer:** You still take damage even if you pass the block check, right? Just given your shield's block score, you could reduce it by a lot. But you wouldn't take *any* damage if you passed a dodge check.

**Shield Fighter:** I've got no qualms blocking it. I just need to make sure I actually succeed.

**GM:** Then do your block check.

**Shield Fighter:** Okay! Hah! (shouts and rolls the dice) Got a 6! *Phew*, I'm in the clear!

**Magic Archer:** Terrible rolls as usual...

**Shield Fighter:** Doesn't matter if I pass with a 10 or a 6—if it works, it works! No problems here!

**GM:** All right. Let's figure out the damage.

**Shield Fighter:** Oh, but I didn't say I was done. I'm going to use a fate point (p. 160)! If I successfully pray for it, I should be able to make it a critical success. Right?

**GM:** Oh! I hadn't thought of that!

**Magic Archer:** I get it. When you get a critical success, you won't take any damage regardless of whether you're blocking or dodging!

**GM:** You have 5 fate points currently. If you get 5 or higher on a 2d6, your prayers will be answered, and you'll be able to turn your block check into a critical success. A wonderful tactic!

**Shield Fighter:** Thanks, GM. Can I roll the dice?

**GM:** Of course.

**Shield Fighter:** Hobgoblin, your pathetic attacks won't work on me! Hyah! (rolls) ...3!

**Magic Archer:** The dice really have just up and abandoned you, haven't they?!



**GM:** Hmm... That's a failure. (Your fate points still go up to 6, though.) But don't worry. You did still succeed on the block check, so you can still reduce the damage.

**Magic Archer:** Empty consolation.

**Shield Fighter:** A warrior must always be prepared. Give me that damage, GM.

**GM:** I like your spirit. (rolls) 28 points in total!

**Shield Fighter:** Gahhh! My armor score is 3, my shield score is 2, so I reduce it by 5 points! Which means I still took 23!

**Magic Archer:** Shield Fighter's life force is 21, right? His wound count is higher than his life force now! He's literally about to die!

**GM:** If he takes twice his life force in wounds, he will die. It's all over for him if he takes another hit like that. And now, since his wound count is equal to or greater than his life force, he'll suffer 1 point of fatigue at the end of every round.

**Shield Fighter:** Magic Archer... Can I drink a healing potion on my next turn?

And so the battle continues.



# Spells

The Four-Cornered World is home to an art called **magic** that brings forth mysterious phenomena. Some use words containing power to alter the laws of nature; some are bestowed the gods' divine favor because of their faith and prayer; and some borrow the strength of spirits to perform it.

This section explains how to use these spells that can produce this phenomenon called **magic**.

## LEARNING SPELLS

To use a spell, a character must first have acquired a class that can use spells, called a **spell-casting class**. The four spell-casting classes are sorcerer, priest, dragon priest, and shaman. For information about acquiring classes, refer to *Acquiring and Advancing Classes* (p. 222).

A character is able to learn a number of spells equal to their spell-casting class's skill level, and those spells must be of a spell system that class uses. A character can also learn spells by acquiring the Bonus Spells skill specific to each spell system (p. 212).

The spell-casting classes and the spell system each class uses are listed in the following chart.

### Spell-Casting Classes and Usable Spell Systems (Basic Score for Spell Use Checks)

Spell-Casting Class	Usable Spell System
Sorcerer	Words of True Power (Intelligence Focus)
Priest	Miracles (Psyche Focus)
Dragon Priest	Ancestral Dragon Arts (Psyche Focus)
Shaman	Spirit Arts (Psyche Focus)



## USAGE CONDITIONS FOR EACH SPELL SYSTEM

A character can only use spells they have learned. They cannot use spells they haven't learned. When using a spell, they must also fulfill its spell system's usage conditions.

The usage conditions for each spell system are listed in the following chart.

### Usage Conditions for Each Spell System

Spell System	Usage Conditions
Words of True Power	Either the ability to audibly speak to chant the words, or the ability to draw the words using a fingertip, the edge of a shoe, etc.
Miracles	The ability to audibly chant words of prayer.
Ancestral Dragon Arts	The ability to audibly chant words of prayer.
Spirit Arts	The immediate presence of spirits to be used and the ability to pay their cost.

A character can still use words of true power by using their hands or feet if their mouth is shut. If their hands and feet are bound, the character can use them as long as they can speak. Even if their mouth is shut and their hands are bound, they can use their feet for them.

Some words of true power require a catalyst. Using these spells necessitates the purchase of a high-quality catalyst (p. 390).

Miracles and ancestral dragon arts generally require the ability to produce a voice. However, if the character has learned the Faith skill (p. 275), they may still be able to cast some spells with their mouths shut by thinking a prayer with a powerful force of will.

Certain miracles and ancestral dragon arts require something to use as a catalyst. A dragon priest's catalyst pouch (p. 389) is required for ancestral dragon arts and is treated as the bare minimum requirement when it comes to what the character must possess. For miracles, the character will need to buy a high-quality catalyst (p. 390).

Spirit arts cannot be used in places where there are no spirits corresponding to the spell the character wants to use (the GM decides whether they are present or not). However, a character can summon a spirit by



using something related to that spirit (for example, one can scatter strong alcohol for an alcohol spirit). In most cases, the price to pay to spirits is the catalyst, but if the character is well loved by a spirit, they may not require a catalyst. If a character possesses a shaman's bag (p. 389), they are treated as possessing the bare minimum to use spirit arts. Also, if they've acquired the Beloved of the Fae skill (p. 276), they can use spirit arts without a catalyst (i.e., even without possessing a shaman's bag).

### ● Effects of Armor on Spell-Casting Classes

A character using a spell must either be wearing only armor considered proper equipment for that spell-casting class or have no armor equipped at all. If they are wearing any armor that is not considered proper equipment, they cannot use spells.

#### Armor Considered Proper Equipment for Each Spell-Casting Class

Spell-Casting Class	Armor Considered Proper Equipment
Sorcerer	Light armor and shields
Priest	All armor and shields
Dragon Priest	All armor and shields
Shaman	Light armor and shields

## ➤ USING SPELLS ◀

When using a spell, first, you must determine if the target is within view. If they're not visible, the character cannot use the spell. The GM should decide whether targets are visible.

If the character is able to use the spell, then first, they spend one of their spell uses.

After that, they perform a spell use check (p. 138).

A spell use check's standard score can be found using the following formula. This is called the standard spell use score.

**Standard spell use score = ability score for the corresponding spell system + level of the class using the spell + modifiers from skills such as Spell Expertise: XX**



Use this standard spell use score in the following formula to find the final result of the spell use check.

$$\text{Final spell use check score} = \text{standard spell use score} + 2d6$$

Certain items may apply bonuses or penalties to the check. These could include weapons the character has equipped, items they possess, or skills related to spells. Refer to the description for each weapon, item, skill, etc. to determine how much of a modifier to apply to the spell use check.

### ✦ Casting the spell

First, if the final score for the spell use check is less than the spell's difficulty, the spell does not activate. However, the character still spends a spell use.

If the final score is at least the spell's difficulty, the spell activates safely. Whatever character or characters are targeted by the spell then decide if they'll resist it.

For information on resisting spells, see Resisting Spells (p. 216).

### ✦ Overcasting

Even if a character spends all their spell uses, they can still use more spells. This is called **Overcasting** (also called limit-breaking, overusage, or overprayer).

When using a spell in an Overcasting state, the character suffers 2d6 points of fatigue immediately after performing a spell use check and applying the spell's effects. For spells that require spell maintenance up until the point where they activate, the character suffers 2d6 points of fatigue either when that spell maintenance breaks or when they make their spell use check on the final round and apply the spell's effects.

### ✦ Critical successes and critical failures on spell use checks

When a spell use check is a critical success, add +5 to its final score. So long as the opponent doesn't get a critical success on their spell resistance check, they cannot evade the spell's effects.

If a spell use check is a critical failure, it's treated as a normal failure. The spell fails to go off, and you don't need to find the check's



total score. The opponent doesn't need to resist the spell since it didn't activate.

### ✦ **Using spells while moving**

After using a spell, a character can only move within reach (5m).

When using a spell after moving, the character takes no penalty as long as they have only moved within reach (5m). However, if they go beyond reach, they take penalties. This penalty is -4 for traveling up to their movement speed in meters, and -8 for traveling farther than that, up to twice their movement speed in meters.

### ● **Spells Cast Through Spell Maintenance**

Some spells will require one or more rounds of **spell maintenance** upon declaring its use.

For such spells, on the initial turn the spell is activated, spend a main action to declare you're using the spell and spend a spell use. After that, each time your turn comes back around and until the final required round, your character must use either a main action or free action to perform a spell maintenance check.

The target score of a spell maintenance check is 5 + the difficulty of the spell being used.

When using a main action to perform a spell maintenance check, the character takes no penalty. However, if they've already moved more than their reach, they take a -4 penalty for traveling up to their movement speed in meters, and -8 for traveling farther than that, up to twice their movement speed in meters. If they move farther than twice their movement speed in meters, the spell maintenance is automatically canceled. When using a free action to perform the check, the character takes a -4 penalty. Other than these things, the character must perform a spell maintenance check for each of the Instances Spell Maintenance Is Required (p. 141). When doing so, you may take penalties to the check depending on the situation; add all the appropriate penalties described in this subsection together.

If the character fails their spell maintenance check, the spell maintenance ends, and the spell doesn't activate (but the spell use remains spent).

If the character passes all their spell maintenance checks for the required amount of rounds, then on that final round, on the character's



turn, they can use a main action to make a spell use check. Only then do the spell's effects activate.

For example, imagine a spell that requires 3 rounds of spell maintenance. On the first round, you declare that you'll be using the spell, then during the second round on your turn, you perform a spell maintenance check. When your turn on the third round comes, you perform a spell use check. If the character fails the spell maintenance check on the second turn, the spell maintenance ends, and the spell doesn't activate. However, that spell use remains spent.

### ● Spell Effects Maintained via Spell Maintenance

Some spells require spell maintenance to preserve their effects. For such spells, the caster goes into a spell maintenance state. Whenever they take a main action other than spell maintenance, take damage, or experience any of the Instances Spell Maintenance Is Required (p. 141), they must make a spell maintenance check (p. 139).

The target score of a spell maintenance check is the difficulty of the spell used + 5.

### ● Spell-Based Magic Attacks

Using a spell to deal damage to a target or area is called a **magic attack**.

When making a magic attack, the character using the spell can choose the target. They must be able to see the target or the center point of the area.

For spells with *Target: All*, the caster can choose any number of characters and objects as their targets out of all the characters and objects in the spell's area and deal damage to all of them.

For information on handling damage dealt by magic attacks, see Damage from Spells (p. 194) and Reducing Damage from Spells (p. 196).

---

## ✧ RESISTING SPELLS ✧

---

The target character or characters of a spell can choose either to resist the spell or not to.

If the character does not resist it, the character takes the spell's full effects.



However, if the character resists it, they perform a spell resistance check.

The standard score for a spell resistance check can be found using the following formula. This is called the **standard spell resistance score**.

**Standard spell resistance score = psyche reflex + adventurer level + bonus from Spell Resistance**

You can use this standard spell resistance score to find the total score of a spell resistance check using the formula below.

**Final spell resistance check score = standard spell resistance score + 2d6**

The standard spell resistance score and final check score may gain bonuses or suffer penalties depending on the items the character possesses or the skills they're using. Make sure to factor in the effects of any items or skills that affect your character's spell resistance checks.

Using this final score of the character's spell resistance check, compare scores (p. 128) with the opponent's spell use score.

If the spell resistance check's final score is equal to or higher than the opponent's spell use score as a result, the character either reduces the spell's effects or completely nullifies it, causing it to dissipate.

Spells differ on how and to what extent their effects are reduced or nullified when resisted. See the description for the specific spell in question.

#### ✦ **Critical successes and failures on spell resistance checks**

If a spell resistance check is a critical success, then regardless of how high the final spell use check is, and no matter what kind of spell it is (even if the spell guarantees an effect, such as halving its damage when resisted), the spell is completely nullified and dissipates, having no effect at all.

If a spell resistance check is a critical failure, then regardless of how low the final spell use check is, and no matter what kind of spell it is, the character receives its effects in their entirety.



**EXAMPLE OF USING MAGIC**  
**“MAGIC ARCHER FIRES A MAGIC MISSILE”**

Magic Archer and Dwarf Shield Fighter (henceforth Shield Fighter) are battling a hobgoblin who appears to be the boss of a nest of goblins deep in a cave.

Right after combat began, Shield Fighter suffered massive damage, and for a moment, things looked grim. Still, they rallied to take out the goblin minions and are now only left with the hobgoblin.

**GM:** Looks like the Hobgoblin is finally starting to sweat now that its subordinates are done for.

**Magic Archer:** We’re not doing much better. I’m unharmed, but Shield Fighter’s wound count is already over 30. Plus, he has 4 points of fatigue; since his wound count is higher than his life force, he’ll take another point of it at the end of the round, and then his fatigue rank will go up to 1.

When it’s 1, he’ll take a –1 penalty on all checks. That’ll put the players at a disadvantage.

**Magic Archer:** It’s all-or-nothing, so I’ll go for the kill—by using Magic Missile!

**GM:** (I see. The hobgoblin’s life force is 20, and its wound count is currently 11. Another 9 will kill it, but he also has an armor score of 6. Normally, they’d have to do 15 points of damage to kill it in one hit. However, Magic Missile’s damage will ignore the hobgoblin’s hefty armor score.) You could certainly take it down. But only if you roll well.

**Shield Fighter:** We’ll be fine! I took all the bad rolls for her already!

**Magic Archer:** I think that’s just *your* luck being bad, but thanks for the thought. Can I make the spell use check for Magic Missile now, GM?

**GM:** Of course. Tick off one of your spell uses first.

**Magic Archer:** Right. (checks off one of the boxes in her Spell Uses section) Here I go... “*Sagitta... quelta... raedius!*” (rolls) My spell use score is 7, and my roll of 10 makes the total 17!

**GM:** Hmm. Magic Missile ignores spell resistance checks, too, so he’ll take the whole hit no matter what.



**Magic Archer:** My effectiveness score is the same as the check, so 17... That means I produce 2 magic arrows.

Naturally, Magic Archer aims for the hobgoblin with both of them. Her magic arrows each deal 1d6+1 points of damage. This means she'll deal 2d6+2 points of damage to the hobgoblin. However...

**Magic Archer:** I'm gonna use a fate point here. If I make my success into a critical success, I'll get +5 on the check score, making it 22—which means I'll produce 3 arrows instead of 2. That should make it more likely to finish the hobgoblin off. Can I use a fate point, Shield Fighter?

**Shield Fighter:** 'Course you can!

**Magic Archer:** Thank you. Time to pray. (rolls) I got an 8. We currently have 6 fate points, so it's a success.

**GM:** Then your spell resistance check turns from a success into a critical success. And just like you said, three arrows appear.

**Magic Archer:** I'll hit the hobgoblin with all three. Take this, hobgoblin! *This* is why I'm named Magic Archer!



# Character Growth

By completing adventures, player characters will gain experience and advancement points.

As a PC's experience points accumulate, their adventurer level will automatically increase. By spending these experience points, the PC can acquire new classes and advance in them. Similarly, spending advancement points allows them to acquire new skills and advance them.

Of these three things, the character's adventurer level will increase automatically, but learning and advancing new skills and classes are not absolutely necessary; the player can opt to wait until later.

## ➤ GAINING EXPERIENCE POINTS AND ADVANCEMENT POINTS THROUGH SCENARIOS ➤

Whenever a player character completes an adventure, they add 1 to both their **adventures** and **completed**. Additionally, each PC gains 1,000 experience points and 3 advancement points. Furthermore, if the PC finished the adventure having completed their objective, they can gain bonus experience points based on the current amount of fate points.

### ● Bonus Experience from Fate Points

If the PCs finished the adventure having completed their objective, they gain additional experience points based on the current amount of fate points per the table below. This experience point bonus is given to each character.



## Bonus Experience from Fate Points

Current Fate Points	Bonus Experience (per Person)
12 or more	None
10 or 11	500
8 or 9	250
7 or less	None

### ● When PCs Fail to Accomplish the Adventure's Objective

If the PCs fail to accomplish the adventure's objective, they only add 1 to their **adventure count**, and each PC gains 3 advancement points. They won't gain any experience points at all, including bonus ones from fate points.

### ● Experience Points Accumulate Infinitely

10 is the maximum adventurer level, and PCs cannot progress beyond that. However, they will continue to gain experience points without limit. There is no maximum to how many cumulative experience points a PC can have.

### ● Spending Experience Points to Gain Advancement Points

A PC can spend 500 experience points to gain 1 advancement point. This process is performed either after the adventure ends or before it begins.

When spending experience points to gain advancement points, remove the amount of spent experience points from the PC's current experience points.

A player can have their character grow once they've gained experience and advancement points from completing adventures. Typically, character growth is done between adventures, but the GM may give special permission to do so during the adventure itself so long as the PCs are able to rest up in a safe place.

## ✧ INCREASING ADVENTURER LEVEL ✧

A player character's adventurer level will increase each time their cumulative experience point total reaches an amount specified in the Required



Cumulative Experience to Increase Adventurer Level table. Whenever a PC's adventurer level goes up, they gain advancement points.

When a PC's cumulative experience point total reaches or exceeds a value in the table, that means their adventurer level will increase to the number in the column on the right. First, check your PC's cumulative experience points, then compare it to the number to the left of their current adventurer level + 1, seeing if it meets or exceeds it.

### Required Cumulative Experience to Increase Adventurer Level

Cumulative Experience Points	Adventurer Level	Advancement Points Gained (Total from Time of Creation)
4,000	2	15 (25)
7,000	3	15 (40)
11,000	4	20 (60)
16,000	5	20 (80)
23,000	6	25 (105)
33,000	7	25 (130)
47,000	8	30 (160)
66,000	9	30 (190)
91,000	10	35 (225)

## ➤ ACQUIRING AND ADVANCING CLASSES ➤

Before or after an adventure, you can spend experience points to acquire and advance classes. Any experience points you spend should be subtracted from your player character's current experience points.

The experience point totals required to acquire and advance classes are listed in the Required Experience Points to Acquire and Advance Classes table.

The Level column in this table doesn't refer to the PC's level before advancement (their current level), but to their level after advancement (their new level). So when acquiring a brand-new class, refer to the 1 row—since when a character first acquires a class, it starts at first level. When advancing from first to second level, refer to the 2 row.



## Required Experience Points to Acquire and Advance Classes

Level	Required Experience Points (Total Required Experience Points for Starting Without the Class)
1	1,000
2	1,000 (2,000)
3	1,500 (3,500)
4	2,000 (5,500)
5	2,500 (8,000)
6	3,500 (11,500)
7	5,000 (16,500)
8	7,000 (23,500)
9	9,500 (33,000)
10	12,500 (45,500)

The highest level for a class is 10. There is no eleventh level or beyond.

### ● Learning Spells When Acquiring or Advancing Classes

If the PC has acquired a spell-casting class (sorcerer, priest, dragon priest, or shaman), they can also learn one spell from whatever spell system matches that class. They can learn one additional spell for each level of that class they gain.

## ➤ LEARNING AND ADVANCING IN SKILLS ➤

A player character can spend the advancement points they gain from their adventurer level increasing, as well as from completing adventures, to learn new skills and advance acquired ones to the next mastery grade.

Skills come in two varieties: **adventurer skills** and **general skills**.

Adventurer skills are ones that come in handy during adventures. They have five mastery grades: **beginner**, **intermediate**, **expert**, **master**, and **legend**. A character will initially learn a skill at beginner. They can then advance it one grade at a time, first moving to intermediate, and after that to expert. The higher the mastery grade, the more advancement points required to acquire it, but the more potent the skill's effects grow.



General skills are ones that normal people learn as part of their lifestyle or living. They have mastery grades as well, but only three: **beginner**, **intermediate**, and **expert**. A character must learn a general skill at beginner first, before acquiring the intermediate grade, and later the expert grade.

Adventurer skills and general skills differ in how many advancement points you need to spend to learn and advance in them. Consult the following chart.

### Advancement Points Required to Learn Skills

Skill Mastery Grade	For Adventurer Skills	For General Skills
Beginner	5 points	1 point
Intermediate	10 points	5 points
Expert	15 points	15 points
Master	25 points	-
Legend	40 points	-

PCs can only advance in skills up to a certain grade dependent on their adventurer level. These restrictions are as follows.

### Mastery Grade Restrictions for Adventurer Levels

Adventurer Level	Mastery Grade Restrictions
1	Beginner only
2 or 3	Beginner to intermediate
4 or 5	Beginner to expert
6 to 8	Beginner to master
9 or higher	Beginner to legend

As outlined, reaching adventurer level 2 grants the ability to learn intermediate-grade skills, reaching level 4 grants the ability to learn expert ones, 6 grants master, and 9 grants legend.

Whenever a PC advances to a new mastery grade of any skill, whether adventurer or general, its current effects are completely replaced by those of the new grade. The effects of past mastery grades will not stack.



## ● Prerequisites

Some skills have **prerequisites** for learning them. For example, to learn a skill with a prerequisite requiring at least one level in a spell-casting class, the PC needs to have already acquired at least one level in priest, dragon priest, sorcerer, or shaman.

Some skills also have prerequisites for advancing to certain mastery grades.

For more on these prerequisites, refer to the individual skill descriptions in Skills (p. 232).

---

## ➤ RANK PROMOTION ◀

---

An adventurer's **rank** is a rating for them determined by the Adventurers Guild.

Adventurers start at the tenth rank, Porcelain, and are considered fledglings through the ninth and eighth ranks—Obsidian and Steel respectively. Fledgling adventurers have trouble making much money, since they can't take on very significant quests.

The seventh through fifth ranks, Sapphire, Emerald, and Ruby, are for adventurers of middling standing. An adventurer who has reached this point can be trusted with more relatively major tasks, and they can make more money from them in turn.

Once an adventurer reaches Copper, Silver, and Gold, the fourth through second ranks, they are treated as veterans, respected not only by other adventurers but also by the common people as well. Adventurers of these ranks are paid large sums for quests, earning a high income.

Platinum rank is beyond the reach of most adventurers, and only a few people in history have reached this point and become heroes.

To be promoted, the Adventurers Guild must determine that the adventurer has the ability, achievements, and character suited to a higher rank.

The minimum requirement for promotion is to have a high enough adventurer level, adventure count, and completion count for the rank in question. Only then will an adventurer gain the right to take a promotion exam. The required adventurer levels and completion counts are listed in the following chart.



## Required Adventurer Level and Completion Count for Rank Promotion

Rank	Adventurer Level	Completion Count
Obsidian	2	2
Steel	3	4
Sapphire	4	7
Emerald	5	11
Ruby	5	16
Copper	6	22
Silver	6	29
Gold	7	37

An adventurer's abilities are measured by their adventurer level and their level of contribution to the Adventurers Guild, and their achievements are evaluated by the number of adventures they've completed. However, meeting these conditions grants the adventurer no more than the *qualification* to be promoted.

The Adventurers Guild searches for people with the appropriate conduct and character for higher ranks. Because of that, those who perform acts that are undesirable or those who are immoral cannot be promoted to higher ranks.

The GM should consider the actions of the PCs—but *only* insofar as the residents of the Four-Cornered World that they are portraying—when deciding whether to promote them. Then if the GM approves the promotion, that PC's rank can increase by 1.

The following is a list of examples of PC actions that can negatively influence rank promotion.

- Being a criminal
- Not saving hostages, civilians, entrapped adventurers, etc. when they could have been rescued
- Deceiving allies and unfairly gaining extra rewards
- Destroying or damaging buildings or property without any reason
- Not reporting negative or inconvenient things to the Adventurers Guild or falsifying reports



- Having a completion count of less than two-thirds the number of adventures they've completed
- Engaging in other acts that mar one's own honor as an adventurer

If the GM decides that a PC is not a good candidate for rank promotion because of such acts, they should put off promoting them. At that point, the GM may set up a special quest or adventure to put that PC to the test as atonement for their actions. The GM may also simply prepare a special quest or adventure as part of the promotion exam even if the PCs haven't done anything particularly harmful. In either case, if the PCs complete the adventure, they should be paid the rewards as normal. A GM cannot make promotion the only reward.

Once a PC has been promoted, they need to complete at least 1 additional adventure in order to be promoted again.

**EXAMPLE OF CHARACTER GROWTH:  
"MAGIC ARCHER REACHES ADVENTURER LEVEL 2"**

Magic Archer has barely defeated the hobgoblin with Magic Missile. Now significantly roughed up, she and Dwarf Shield Fighter (henceforth Shield Fighter) have managed to return to town.

### **Gaining Rewards, Experience Points, and Advancement Points**

Magic Archer has done a wonderful job completing the goblin-slaying quest and has come to the end of her first adventure. She receives 15 silver coins as a reward for completing it, 5 of which were the bounty for the hobgoblin.

Furthermore, since she successfully completed the adventure, she gains 1,250 experience points—1,000 from completing the adventure, and 250 from their fate points—as well as 3 advancement points.

Magic Archer's player can use these to advance their character and go shopping.

### **Adventurer Level Increase**

The player adds 1,250 to Magic Archer's cumulative experience points and current experience points, giving her 4,250 cumulative and 1,250 current.



Because Magic Archer's cumulative experience points are at least 4,000, her adventurer level rises from 1 to 2, and she gains 15 advancement points, giving her a total of 18 advancement points in all.

### **Learning and Advancing in Classes**

Magic Archer has 1,250 experience points to use on learning and advancing in classes. That's 250 short for raising her sorcerer level to 3.

The player does have the option of saving Magic Archer's experience points in order to make her sorcerer level 3 later, but they don't think it would be fun to wait that long.

Thus, their choices are to learn one level in a new class or to make Magic Archer's ranger level 2.

The player figures they could help heal by learning priest or bolster Magic Archer's exploration abilities by taking a level in scout. Instead, the player just decides to raise Magic Archer's ranger level to 2 to strengthen her attack power.

The player learned from the battle with the hobgoblin that minions can be dangerous if not dealt with quickly. If the party hadn't been able to take them out, their support effects would have powered up the hobgoblin quite a bit—and that would have been dangerous!

It's important to increase attack power to swiftly take down minions. In exchange, Shield Fighter could raise his defensive abilities to take more hits.

### **Learning and Advancing in Skills**

Magic Archer has 18 advancement points. Since her adventurer level is now 2, that means she can advance in skills up to intermediate grade.

That's a very good thing, because it broadens the player's options.

For more attack power, they could advance Weapons: Bows to intermediate, or they could learn Rapid Fire or Curved Shot at beginner. They could also boost Magic Archer's power as a sorcerer by learning Spell Expertise: Attack Spells or Magical Talent at beginner.

...After thinking it over for a while, the player decides to learn Rapid Fire, Spell Expertise: Attack Spells, and Magical Talent, each at beginner. These are all adventurer skills, so the player needs 5 points for each, adding up to a total of 15 points.

Now the player has only 3 points left over.

As a precaution, they decide to take Meditate at beginner as well.



Since it's a general skill, it only costs 1 point, leaving Magic Archer with 2 remaining. As long as the next adventure doesn't end poorly, the player should get 3 more advancement points. That will mean a total of 5, which is enough to learn another adventurer skill at beginner.

### Rank Promotion

The player didn't get a promotion, so they're still at Porcelain rank. That makes sense, since this was Magic Archer's first quest.

Still, Magic Archer's adventure count and completion count both went up to 1. If the player keeps completing adventures, they should be able to get Magic Archer to Obsidian before long.

That does mean passing an Adventurers Guild exam, though.

Knowing what the GM is like, the player thinks the exam would involve a big trial in the form of a difficult quest.

### Shopping

The player received 15 silver coins as a reward. It's honestly not that much, but it's about all Magic Archer can manage given her low rank. If the player can get her to rank 7, Sapphire, and become an adventurer of middling standing, they should be able to make a little more profit. They decide that should be their first goal and are ready to give it their all.

With the 15 silver coins Magic Archer received as a reward, she now has 22 in all. For now, the player decides to purchase a new healing potion (10 coins), since they used their mending Shield Fighter's wounds after the battle with the hobgoblin. They also need to replenish Magic Archer's arrows (5 coins for 10 arrows). All told, they spend 15 coins...and now their reward is gone.

The player makes a note to ask the GM about nonadventuring income (p. 272) before the next adventure (session) starts...

That does it for the player's shopping. They're already raring to show off their strength on their next adventure!



# GOBLIN SLAYER TRPG





## Chapter 3

## INFORMATION FOR ADVENTURERS

"We've got provisions for a week, and we already refilled our waterskins. Got the medicine and the tents. Okay—we should be able to manage with this."

"I mean, if worse comes to worst, I can use a rain-calling art. So long as we have water, we should survive."

As Scout checked all the things off his mental list, Sorcerer murmured in admiration, "Wow, he's really used to this."

Scout rubbed his nose rather pridefully and answered, "Comes with experience. We may not plan on going far, but there's no telling what could happen on the road. Always be prepared."

"Did you know this? Drinking from springs in forests will give you a stomach-ache, but you can drink animal blood as long as you filter it out," said Priest with a giggle, her eyes empty.

*Valkyrie, please grant us the miracle of purification.* Sorcerer didn't know much about Priest. In fact, she didn't know much about any of her party members. *Still, it's not like you need a complete family history to be friends.*

"Is that why our esteemed Fighter carries both a longsword and a shortsword?"

"No one weapon or piece of armor is good for *everything*. Still, you can only hold so much, y'know?"

"It's the same with spells. Don't go thinking balls of fire and thunderbolts are all magic is," Sorcerer stated as if it were the most natural thing in the world. Providing is preventing—and that went for her rain-calling technique, too. "It would be nice to have tea and food six times in one day, but I suppose I can't be too greedy." Sorcerer looked up at Fighter with cold, piercing eyes. "You all seem so good at preparing, so why is it you aren't bringing a map?"

"Because we push farther into uncharted territory every day," Fighter replied flatly before taking his first step toward the unknown wilds spread out before them.



## SKILLS

This section explains the skills that adventurers in the Four-Cornered World can learn.

There are two types of skills: **adventurer skills**, which are useful mainly during adventures, and **general skills**, which normal people learn throughout their lives.

**Name:** The skill's name.

**Description:** What sort of skill it is, what effects it has, and how to resolve them.

**Effects:** Details regarding the skill's effects at each mastery grade. Adventurer skills have five mastery grades: beginner, intermediate, expert, master, and legend. General skills, however, only have three grades: beginner, intermediate, and expert.

### Adventurer Skills

Skill Name	Summary	Ref.
<b>All Classes:</b>		
Anticipate	Gain a bonus to initiative and surprise attacks	p. 235
Defensive	Reduce damage instead in exchange for falling prone	p. 238
First Aid	Gain a bonus to first aid checks	p. 239
Handiwork	Gain a bonus to handiwork checks	p. 241
Hardiness	Gain a bonus to life force	p. 235
Healing Affinity	Restore extra wounds when recovering from wounds	p. 236
Lucky	Gain a bonus to checks influenced by prayer or luck	p. 238
Observe	Gain a bonus to observation checks	p. 240
Perseverance	Gain the ability to use the EX (□) for fatigue	p. 236
Sixth Sense	Gain a bonus to sixth sense checks	p. 240
Spell Resistance	Gain a bonus to spell resistance checks	p. 236
Stealth	Gain a bonus to stealth checks	p. 239



<b>Strengthened Immunity</b>	Gain a bonus to strength resistance checks	p. 241
<b>Tactical Movement</b>	Move conspicuously or inconspicuously within a group	p. 237
<b>Best for Fighter-Type Classes:</b>		
<b>Alert</b>	Makes it easier to get critical successes on dodge checks	p. 254
<b>Armor: XX</b>	Gain a bonus to armor score	p. 243
<b>Binding Attack</b>	Gain the ability to use the Bind effects of weapons	p. 250
<b>Burst of Strength</b>	Gain a bonus to the power of barehanded and close-combat weapon attacks	p. 254
<b>Curved Shot</b>	Apply a penalty to enemy dodge checks and block checks	p. 251
<b>Dual Wielding</b>	Attack with a weapon in each hand	p. 255
<b>Encumbered Action</b>	Gain a bonus to muscle strength checks due to the effects of heavy armor	p. 244
<b>Guard</b>	Substitute yourself for another character within range	p. 245
<b>Iron Fist</b>	Gain a bonus to the power of a barehanded attack	p. 254
<b>Martial Arts</b>	Gain a bonus to fitness checks (including dodge checks)	p. 244
<b>Mow Down</b>	Attack multiple enemies at once using a two-handed weapon	p. 256
<b>Parry</b>	Gain the ability to use the parry effects of weapons and shields	p. 247
<b>Piercing Attack</b>	Gain the ability to use the Pierce effects of weapons	p. 249
<b>Provoke</b>	Draw an enemy's attention to yourself	p. 246
<b>Rampart</b>	Gain a bonus to movement obstruction checks	p. 246
<b>Rapid Fire</b>	Gain the ability to use the Rapid Fire effects of weapons	p. 250
<b>Shields</b>	Gain a bonus on block checks and your block score	p. 244
<b>Slice Attack</b>	Gain the ability to use the Slice effects of weapons	p. 249
<b>Slip Behind</b>	Move behind enemies and gain a bonus on hit checks	p. 252
<b>Snipe</b>	On your next turn, gain a bonus to hit checks and power	p. 253
<b>Strong Blow: Bludgeon</b>	Gain the ability to use the SB: Bludgeon effects of weapons	p. 248
<b>Strong Blow: Slash</b>	Gain the ability to use the SB: Slash effects of weapons	p. 248
<b>Weapons: XX</b>	Gain a bonus to hit checks	p. 242
<b>Best for Spell-Casting Classes:</b>		
<b>Bonus Spells: XX</b>	Gain the ability to learn additional spells	p. 259
<b>Enhance Spells: Power</b>	Gain a bonus to damage done by spells	p. 259
<b>Magical Talent</b>	Increase your number of spell uses	p. 260
<b>Master of XX</b>	Makes it easier to get critical successes on spell use checks and spell maintenance checks	p. 258



<b>Monster Knowledge</b>	Gain a bonus to monster knowledge checks	p. 257
<b>Spell Expertise: XX</b>	Gain a bonus to spell use checks and spell maintenance checks	p. 257

## General Skills

Skill Name	Summary	Ref.
<b>Appraisal</b>	Identify the usage, applications, and value of items	p. 263
<b>Artisan: XX</b>	Possess expert knowledge and technique as a craftsman of some sort	p. 270
<b>Beloved of the Fae</b>	Use spirit arts without a catalyst	p. 276
<b>Cooking</b>	Make delicious food	p. 275
<b>Cool and Collected</b>	More easily control your emotions and retain your calm	p. 266
<b>Craftsmanship</b>	Create simple trinkets and traps with whatever tools are on hand	p. 273
<b>Criminal Knowledge</b>	Possess knowledge of criminal methods, criminal psychology, and past crimes	p. 268
<b>Darkvision</b>	See through darkness	p. 277
<b>Draconic Heritage</b>	Gain a bonus to armor score and barehanded attack power	p. 277
<b>Etiquette</b>	Possess knowledge of proper etiquette based on the time, place, and situation	p. 269
<b>Faith: XX</b>	Gain the ability to use miracles and ancestral dragon arts without chanting them	p. 275
<b>General Knowledge</b>	Possess general knowledge on a wide variety of topics	p. 267
<b>Labor</b>	The ability to quickly get the hang of work and perform it efficiently	p. 269
<b>Leadership</b>	Have allies act at the same point in the turn order as you	p. 261
<b>Long-Distance Movement</b>	Move long distances without growing tired	p. 274
<b>Meditate</b>	Meditate to recover spell uses	p. 262
<b>Negotiate: XX</b>	Use negotiation techniques of some sort to turn negotiation and intel gathering to your benefit	p. 263
<b>No Preconceptions</b>	See to the truth of objects and people	p. 266
<b>Perform: XX</b>	Understand various forms of entertainment	p. 271
<b>Production: XX</b>	Possess expert knowledge and technique for some sort of production work	p. 270
<b>Research</b>	Locate desired books and information from large amounts of research material	p. 268
<b>Riding</b>	Deftly handle creatures and vehicles	p. 274
<b>Survivalism</b>	Have the techniques and know-how to survive in natural environments	p. 265
<b>Theology</b>	Possess knowledge of the gods, their teachings, etc.	p. 265
<b>Worship</b>	Pray to recover spell uses	p. 261



## ADVENTURER SKILLS

### ADVENTURER SKILLS FOR ALL CLASSES

•**Name:** Anticipate

•**Description:** Predict enemy actions and move before they do.

#### Effects of Anticipate

Mastery Grade	Effect
Beginner	Gain a +1 bonus to initiative and surprise attacks (p. 166).
Intermediate	Gain a +2 bonus to initiative and surprise attacks.
Expert	Gain a +3 bonus to initiative and surprise attacks
Master	Gain a +4 bonus to initiative and surprise attacks.
Legend	Gain a +5 bonus to initiative and surprise attacks.

•**Name:** Hardiness

•**Description:** You have a strong body that can endure more wounds.

#### Effects of Hardiness

Mastery Grade	Effect
Beginner	Gain a +5 bonus to life force.
Intermediate	Gain a +10 bonus to life force.
Expert	Gain a +15 bonus to life force.
Master	Gain a +20 bonus to life force.
Legend	Gain a +30 bonus to life force.



•**Name:** Perseverance

•**Description:** You can act even through pain and agony.

### Effects of Perseverance

Mastery Grade	Effect
Beginner	You can use the EX checkbox in fatigue rank 1.
Intermediate	You can use the EX checkbox in fatigue ranks 1 and 2.
Expert	You can use the EX checkbox in fatigue ranks 1, 2, and 3.
Master	You can use the EX checkbox in fatigue ranks 1, 2, 3, and 4.
Legend	You can use the EX checkbox in fatigue ranks 1, 2, 3, 4, and 5.

•**Name:** Spell Resistance

•**Description:** You have a strong resistance against spells.

### Effects of Spell Resistance

Mastery Grade	Effect
Beginner	Gain a +1 bonus to spell resistance checks (p. 145).
Intermediate	Gain a +2 bonus to spell resistance checks.
Expert	Gain a +3 bonus to spell resistance checks.
Master	Gain a +4 bonus to spell resistance checks.
Legend	Gain a +5 bonus to spell resistance checks.

•**Name:** Healing Affinity

•**Description:** Recover additional wounds when recovering via herbs, potions, spells, etc.

### Effects of Healing Affinity

Mastery Grade	Effect
Beginner	Heal 2 extra wounds when recovering via herbs, potions, spells, first aid, etc.
Intermediate	Heal 4 extra wounds when recovering via herbs, potions, spells, first aid, etc.
Expert	Heal 6 extra wounds when recovering via herbs, potions, spells, first aid, etc.
Master	Heal 8 extra wounds when recovering via herbs, potions, spells, first aid, etc.
Legend	Heal 10 extra wounds when recovering via herbs, potions, spells, first aid, etc.



•**Name:** Tactical Movement

•**Description:** Move inconspicuously, or conspicuously, through a group, evading attacks targeted at you or making others aim for you.

You may perform Tactical Movement instead of your normal movement. If you perform Tactical Movement, you cannot move again in the same turn.

During Tactical Movement, you can only move up to half your movement speed in meters.

When you perform Tactical Movement, its effects automatically apply to monsters whose intelligence is Command-based, Animalistic, or otherwise low. However, for monsters with an intelligence of human level or higher, you need to pass a Tactical Movement check (a type of movement check) for the effects to be applied. The standard score for a Tactical Movement check is your intelligence focus plus your adventurer level, then add your bonus from Tactical Movement. When performing Tactical Movement, you compare check scores (p. 128) with the intelligence-based check score for monsters (p. 153). If you win the check, Tactical Movement affects the monster.

You cannot use Tactical Movement without at least one other ally present.

### Effects of Tactical Movement

Mastery Grade	Effect
Beginner	Reduce your chance of being chosen as the target of an attack or spell from an enemy affected by Tactical Movement by around 1/2, or raise it by 1.5 times. (The GM decides how this is carried out.)
Intermediate	Gain a +1 bonus to Tactical Movement checks. Reduce your chance of being chosen as the target of an attack or spell from an enemy affected by Tactical Movement by around 1/2, or raise it by 1.5 times. (The GM decides how this is carried out.)
Expert	Gain a +2 bonus to Tactical Movement checks. Reduce your chance of being chosen as the target of an attack or spell from an enemy affected by Tactical Movement by around 1/2, or raise it by 1.5 times. (The GM decides how this is carried out.)
Master	Gain a +3 bonus to Tactical Movement checks. Reduce your chance of being chosen as the target of an attack or spell from an enemy affected by Tactical Movement to around 1/3, or raise it by 2 times. (The GM decides how this is carried out.)
Legend	Gain a +4 bonus to Tactical Movement checks. Reduce your chance of being chosen as the target of an attack or spell from an enemy affected by Tactical Movement to around 1/3, or raise it by 2 times. (The GM decides how this is carried out.)



•**Name:** Defensive

•**Description:** Attempt to reduce incoming damage by immediately dropping on the ground or jumping back. Defensive can be used for melee attacks, ranged attacks, attack spells, falling damage, and any other situation where you would suffer damage, but when you use it, you always become prone. If you are already prone, the damage reduction from Defensive is halved.

### Effects of Defensive

Mastery Grade	Effect
Beginner	Reduce the amount of damage you would take in that instance by 1d3.
Intermediate	Reduce the amount of damage you would take in that instance by 1d3+1.
Expert	Reduce the amount of damage you would take in that instance by 1d6.
Master	Reduce the amount of damage you would take in that instance by 1d6+1.
Legend	Reduce the amount of damage you would take in that instance by 1d6+2.

•**Name:** Lucky

•**Description:** You are blessed with good fortune. If you had desired peace, you could have lived that life. That is not what adventurers seek, however—you want luck in battle and fortune in finances.

When the GM needs to make a decision greatly affected by luck or determines something at random, you gain a bonus from Lucky that will play to your advantage. You can also get this bonus when praying while using fate points (p. 160). Whatever the case, Lucky only works when the GM decides that luck should play a part.

### Effects of Lucky

Mastery Grade	Effect
Beginner	Gain a +1 bonus to checks permitted by the GM, such as prayer.
Intermediate	Gain a +2 bonus to checks permitted by the GM, such as prayer.
Expert	Gain a +3 bonus to checks permitted by the GM, such as prayer.
Master	Gain a +4 bonus to checks permitted by the GM, such as prayer.
Legend	Gain a +5 bonus to checks permitted by the GM, such as prayer.



•**Name:** First Aid

•**Description:** Perform first aid to heal wounds.

When performing First Aid, make a first aid check (p. 150). If you pass this check, reduce the target's wound count by the recovery amount, based on the check's effectiveness score. If the character you're administering first aid to has the Healing Affinity skill, they will reduce their wound count even further depending on its effects as well.

Once a character has recovered wounds via first aid, you cannot heal wounds from first aid again until three in-game hours have passed.

**Effects of First Aid**

Mastery Grade	Effect
Beginner	Gain a +1 bonus to first aid checks and the amount healed.
Intermediate	Gain a +2 bonus to first aid checks and the amount healed.
Expert	Gain a +3 bonus to first aid checks and the amount healed.
Master	Gain a +4 bonus to first aid checks and the amount healed.
Legend	Gain a +5 bonus to first aid checks and the amount healed.

•**Name:** Stealth

•**Description:** Hide or move without making a noise.

When you use Stealth, make a stealth check (p. 152). If you pass this check, you are able to hide yourself or move without being noticed by those around you.

**Effects of Stealth**

Mastery Grade	Effect
Beginner	Gain a +1 bonus on stealth checks.
Intermediate	Gain a +2 bonus on stealth checks.
Expert	Gain a +3 bonus on stealth checks. In addition, gain a +1 bonus on h't checks for melee and ranged attacks performed while in an unnoticed state.
Master	Gain a +4 bonus on stealth checks. In addition, gain a +2 bonus on h't checks for melee and ranged attacks performed while in an unnoticed state.
Legend	Gain a +5 bonus on stealth checks. In addition, gain a +3 bonus on h't checks for melee and ranged attacks performed while in an unnoticed state.



•**Name:** Observe

•**Description:** Listen attentively to your surroundings, locate hidden things, or pay close attention to something in order to sense changes or abnormalities. In contrast to the passive uses of Sixth Sense (p. 240) to detect impending danger or the presence of living creatures, Observe is only used when the PC actively wishes it. When you use Observe, make an observation check (p. 155). If you pass this check, you can pick up on soft noises or voices, locate hidden things, or notice a change or abnormality in something.

**Effects of Observe**

Mastery Grade	Effect
Beginner	Gain a +1 bonus to observation checks.
Intermediate	Gain a +2 bonus to observation checks.
Expert	Gain a +3 bonus to observation checks.
Master	Gain a +4 bonus to observation checks. In addition, reduce the penalty for poor vision (p. 159) to one-half (rounding decimals up).
Legend	Gain a +5 bonus to observation checks. In addition, reduce the penalty for poor vision (p. 159) to one-quarter (rounding decimals up).

•**Name:** Sixth Sense

•**Description:** Notice changes around you or sense danger before it strikes. In this way, you can notice the presence of hidden enemies and traps. Unlike the active use of Observe to sense abnormalities, Sixth Sense is a passive skill. Because of this, as a general rule, you cannot make a sixth sense check until the GM tells you to. (Players can suggest the use of Sixth Sense to the GM.)

When you use Sixth Sense, make a sixth sense check (p. 155). If you pass this check, you sense danger or abnormalities nearby, such as traps and enemies.



## Effects of Sixth Sense

Mastery Grade	Effect
Beginner	Gain a +1 bonus on sixth sense checks.
Intermediate	Gain a +2 bonus on sixth sense checks.
Expert	Gain a +3 bonus on sixth sense checks.
Master	Gain a +4 bonus on sixth sense checks.
Legend	Gain a +5 bonus on sixth sense checks.

•**Name:** Strengthened Immunity

•**Description:** You have a strong resistance to things like poison and disease.

## Effects of Strengthened Immunity

Mastery Grade	Effect
Beginner	Gain a +1 bonus to strength resistance checks (p. 144).
Intermediate	Gain a +2 bonus to strength resistance checks.
Expert	Gain a +3 bonus to strength resistance checks.
Master	Gain a +4 bonus to strength resistance checks.
Legend	Gain a +5 bonus to strength resistance checks.

•**Name:** Handiwork

•**Description:** Quickly perform delicate work on nonmagical things. This includes undoing normal locks, disarming traps, and setting traps.

When you use Handiwork to undo a lock or disarm or set a trap, use your technique + a secondary ability score decided by the GM + your scout level as the standard score, then add the bonus from the Handiwork skill. The GM should decide on a secondary ability score based on the situation or your specific action. This is called a handiwork check (a type of manipulation check).

To unlock something with a handiwork check, you need to have lock-picking tools. If you don't, you take a -4 penalty on the check. To set a trap, you need to spend 1 set of trapping tools.



## Effects of Handiwork

Mastery Grade	Effect
Beginner	Gain a +1 bonus to handiwork checks.
Intermediate	Gain a +2 bonus to handiwork checks.
Expert	Gain a +3 bonus to handiwork checks.
Master	Gain a +4 bonus to handiwork checks.
Legend	Gain a +5 bonus to handiwork checks.

## → ADVENTURER SKILLS BEST FOR FIGHTER-TYPE CLASSES ←

•**Name:** Weapons: XX

•**Description:** You excel at handling a kind of melee or ranged weapon.

This skill has nine varieties, and you must learn each of them individually: Weapons: One-Handed Swords, Weapons: Two-Handed Swords, Weapons: Axes, Weapons: Spears, Weapons: Maces, Weapons: Staves, Weapons: Close-Combat, Weapons: Throwing Weapons, and Weapons: Bows.

These skills only have an effect when making an attack with a weapon of the specified type.

## Effects of Weapons: XX

Mastery Grade	Effect
Beginner	When making an attack with the specified weapon, gain a +1 bonus to its hit check.
Intermediate	When making an attack with the specified weapon, gain a +2 bonus to its hit check.
Expert	When making an attack with the specified weapon, gain a +3 bonus to its hit check.
Master	When making an attack with the specified weapon, gain a +4 bonus to its hit check.
Legend	When making an attack with the specified weapon, gain a +5 bonus to its hit check.



## Barehanded Attacks

Weapons: Close-Combat includes barehanded attacks. The barehanded attack will have the following values.

Barehanded Attack				Close-Combat / Light	
Use	Attributes: One-Handed or Two-Handed	Attribute	Bludgeoning	Power	1d3 (Two-Handed: 1d3+2)
Hit Mod	None (Two- Handed: none)	Range	Close	Value (Silver)	-
Effects	Not Throwable				

•**Name:** Armor: XX

•**Description:** You excel in fighting while equipped with the armor indicated by the XX.

This skill has three varieties, and you must learn each of them individually: Armor: Cloth, Armor: Light, and Armor: Heavy. These skills only have an effect when equipped with armor of the specified type.

### Effects of Armor: XX

Mastery Grade	Effect
Beginner	Gain a +1 bonus to the armor score of the specified type of armor.
Intermediate	Gain a +2 bonus to the armor score of the specified type of armor.
Expert	Gain a +3 bonus to the armor score of the specified type of armor.
Master	Gain a +4 bonus to the armor score of the specified type of armor.
Legend	Gain a +5 bonus to the armor score of the specified type of armor.



•**Name:** Shields

•**Description:** You excel in fighting with a shield equipped. This skill doesn't have any separate skills and only has an effect when you're equipped with a shield.

**Effects of Shields**

Mastery Grade	Effect
Beginner	Gain a +1 bonus to block checks and the block score of the equipped shield.
Intermediate	Gain a +2 bonus to block checks and the block score of the equipped shield.
Expert	Gain a +3 bonus to block checks and the block score of the equipped shield.
Master	Gain a +4 bonus to block checks and the block score of the equipped shield.
Legend	Gain a +5 bonus to block checks and the block score of the equipped shield.

•**Name:** Martial Arts

•**Description:** You excel at moving your own body and can swiftly evade enemy attacks. This skill grants its bonus to dodge checks, acrobatics checks, swim checks, jump checks, climb checks, and any other check the GM determines is a type of fitness check.

**Effects of Martial Arts**

Mastery Grade	Effect
Beginner	Gain a +1 bonus to fitness checks.
Intermediate	Gain a +2 bonus to fitness checks.
Expert	Gain a +3 bonus to fitness checks.
Master	(Prerequisite: at least 7 levels in monk or scout) Gain a +4 bonus to fitness checks.
Legend	Gain a +5 bonus to fitness checks.

•**Name:** Encumbered Action

•**Description:** You are able to carry heavy objects and act for long periods of time in heavy or otherwise unwieldy armor. This skill grants a bonus to when the player uses strength + endurance for the Heavy effect of armor. It also grants a bonus to strength checks, climb checks, and any other check the GM determines is a type of muscle strength check.



## Effects of Encumbered Action

Mastery Grade	Effect
Beginner	Gain a +1 bonus to the strength + endurance used for when armor has the Heavy effect. In addition, gain a +1 bonus to muscle strength checks.
Intermediate	Gain a +2 bonus to the strength + endurance used for when armor has the Heavy effect. In addition, gain a +2 bonus to muscle strength checks.
Expert	Gain a +3 bonus to the strength + endurance used for when armor has the Heavy effect. In addition, gain a +3 bonus to muscle strength checks.
Master	Gain a +4 bonus to the strength + endurance used for when armor has the Heavy effect. In addition, gain a +4 bonus to muscle strength checks.
Legend	Gain a +5 bonus to the strength + endurance used for when armor has the Heavy effect. In addition, gain a +5 bonus to muscle strength checks.

•**Name:** Guard

•**Description:** When one character of your choosing within range is the target of a melee attack, ranged attack, or attack spell, you may take the damage from that attack instead of them. The PC with Guard should decide whether or not to use it after the enemy decides on its target, but before the enemy performs its hit check or spell use check.

Once Guard is used, the originally targeted character does not take any damage from the attack.

The character who used Guard can apply any normal effects and processes to the attack, such as making a block check, spell resistance check, strength resistance check, or psyche resistance check. However, they cannot make a dodge check. After that, the character who used Guard moves to the spot where the original target was. A character can only use Guard a certain number of times before the end of the round, as defined by its mastery grade.



## Effects of Guard

Mastery Grade	Effect
Beginner	You can use Guard 1 time per round. When you use Guard, you take the attack for one character within reach (5m) targeted by a melee attack, ranged attack, or attack spell.
Intermediate	You can use Guard 2 times per round. When you use Guard, you take the attack for one character within reach (5m) targeted by a melee attack, ranged attack, or attack spell.
Expert	You can use Guard 3 times per round. When you use Guard, you take the attack for one character within reach (5m) targeted by a melee attack, ranged attack, or attack spell.
Master	(Prerequisite: at least 7 levels in fighter) You can use Guard 4 times per round. When you use Guard, you take the attack for one character within reach (5m) targeted by a melee attack, ranged attack, or attack spell.
Legend	You can use Guard 5 times per round. When you use Guard, you take the attack for one character within reach (5m) targeted by a melee attack, ranged attack, or attack spell.

•**Name:** Rampart

•**Description:** Gain the Rampart bonus on movement obstruction checks (a type of movement check) (p. 135) when attempting to block the movement of an enemy trying to pass by, trying to move away from you, or flee.

## Effects of Rampart

Mastery Grade	Effect
Beginner	Gain a +2 bonus to movement obstruction checks.
Intermediate	Gain a +3 bonus to movement obstruction checks.
Expert	Gain a +4 bonus to movement obstruction checks.
Master	(Prerequisite: at least 7 levels in fighter) Gain a +5 bonus to movement obstruction checks.
Legend	Gain a +6 bonus to movement obstruction checks.

•**Name:** Provoke

•**Description:** Use a free action to provoke one enemy, drawing their attention to yourself. This can only be done once per turn. The target of the provocation must, to the best of their ability, attempt to attack the character who provoked them on their next turn and attempt to



deal whatever additional damage they can. When the enemy's next turn ends, the provocation's effects end.

When you use Provoke, make a provoke check (p. 142). If you pass this check, you are able to draw that enemy's attention.

### Effects of Provoke

Mastery Grade	Effect
Beginner	Provoke an enemy and draw their attention to you.
Intermediate	Provoke an enemy and draw their attention to you. Gain a +1 bonus to the provoke check.
Expert	Provoke an enemy and draw their attention to you. Gain a +2 bonus to the provoke check.
Master	(Prerequisite: at least 7 levels in fighter or monk) Provoke an enemy and draw their attention to you. Gain a +3 bonus to the provoke check.
Legend	Provoke an enemy and draw their attention to you. Gain a +4 bonus to the provoke check.

### •Name: Parry

•**Description:** You have the ability to use the Parry (+*n*) effects of weapons and shields. When equipped with such a weapon or shield, you gain a bonus to dodge checks. When you have both a weapon and a shield equipped and both of them have a Parry (+*n*) effect, you can only gain the Parry (+*n*) effects of one.

### Effects of Parry

Mastery Grade	Effect
Beginner	If your weapon or shield has a "Parry (+ <i>n</i> )" effect, gain a + <i>n</i> bonus to dodge checks.
Intermediate	If your weapon or shield has a "Parry (+ <i>n</i> )" effect, gain a + <i>n</i> +1 bonus to dodge checks.
Expert	If your weapon or shield has a "Parry (+ <i>n</i> )" effect, gain a + <i>n</i> +2 bonus to dodge checks.
Master	(Prerequisite: at least 7 levels in fighter) If your weapon or shield has a "Parry (+ <i>n</i> )" effect, gain a + <i>n</i> +3 bonus to dodge checks. In addition, if you have both a weapon and shield equipped, you can add up the Parry effects of both. (The +3 is only counted once.)
Legend	If your weapon or shield has a "Parry (+ <i>n</i> )" effect, gain a + <i>n</i> +4 bonus to dodge checks. In addition, if you have both a weapon and shield equipped, you can add up the Parry effects of both. (The +4 is only counted once.)



•**Name:** Strong Blow: Slash

•**Description:** Increase the effectiveness score of hit checks for attacks with the slash attribute made with weapons that have SB: Slash (+*n*). This sometimes increases the damage done.

Strong Blow: Slash can be used at the same time as Slice Attack.

**Effects of Strong Blow: Slash**

Mastery Grade	Effect
Beginner	When one of your attacks with a weapon that has a "SB: Slash (+ <i>n</i> )" effect lands, gain a 1/4 strength + <i>n</i> bonus to its effectiveness score (after the hit check).
Intermediate	When one of your attacks with a weapon that has a "SB: Slash (+ <i>n</i> )" effect lands, gain a 1/2 strength + <i>n</i> bonus to its effectiveness score (after the hit check).
Expert	When one of your attacks with a weapon that has a "SB: Slash (+ <i>n</i> )" effect lands, gain a strength + <i>n</i> bonus to its effectiveness score (after the hit check).
Master	(Prerequisite: at least 7 levels in fighter) When one of your attacks with a weapon that has a "SB: Slash (+ <i>n</i> )" effect lands, gain a 1.5× strength + <i>n</i> bonus to its effectiveness score (after the hit check).
Legend	When one of your attacks with a weapon that has a "SB: Slash (+ <i>n</i> )" effect lands, gain a 2× strength + <i>n</i> bonus to its effectiveness score (after the hit check).

•**Name:** Strong Blow: Bludgeon

•**Description:** Increase the effectiveness score of hit checks for attacks with the bludgeoning attribute made with weapons that have SB: Bludgeon (+*n*). This sometimes increases the damage done.

**Effects of Strong Blow: Bludgeon**

Mastery Grade	Effect
Beginner	When one of your attacks with a weapon that has a "SB: Bludgeon (+ <i>n</i> )" effect lands, gain a 1/4 strength + <i>n</i> bonus to its effectiveness score (after the hit check).
Intermediate	When one of your attacks with a weapon that has a "SB: Bludgeon (+ <i>n</i> )" effect lands, gain a 1/2 strength + <i>n</i> bonus to its effectiveness score (after the hit check).
Expert	When one of your attacks with a weapon that has a "SB: Bludgeon (+ <i>n</i> )" effect lands, gain a strength + <i>n</i> bonus to its effectiveness score (after the hit check).
Master	(Prerequisite: at least 7 levels in fighter) When one of your attacks with a weapon that has a "SB: Bludgeon (+ <i>n</i> )" effect lands, gain a 1.5× strength + <i>n</i> bonus to its effectiveness score (after the hit check).
Legend	When one of your attacks with a weapon that has a "SB: Bludgeon (+ <i>n</i> )" effect lands, gain a 2× strength + <i>n</i> bonus to its effectiveness score (after the hit check).



•**Name:** Piercing Attack

•**Description:** Increase the effectiveness score of hit checks for attacks with the pierce attribute made with weapons that have Pierce (+*n*). This sometimes increases the damage done.

**Effects of Piercing Attack**

Mastery Grade	Effect
Beginner	When one of your attacks with a weapon that has a "Pierce (+ <i>n</i> )" effect lands, gain a + <i>n</i> bonus to its effectiveness score (after the hit check).
Intermediate	When one of your attacks with a weapon that has a "Pierce (+ <i>n</i> )" effect lands, gain a +(×2) bonus to its effectiveness score (after the hit check).
Expert	When one of your attacks with a weapon that has a "Pierce (+ <i>n</i> )" effect lands, gain a +(×3) bonus to its effectiveness score (after the hit check).
Master	(Prerequisite: at least 7 levels in fighter) When one of your attacks with a weapon that has a "Pierce (+ <i>n</i> )" effect lands, gain a +(×4) bonus to its effectiveness score (after the hit check).
Legend	When one of your attacks with a weapon that has a "Pierce (+ <i>n</i> )" effect lands, gain a +(×5) bonus to its effectiveness score (after the hit check).

•**Name:** Slice Attack

•**Description:** Makes your hit checks for slash attribute attacks made with weapons that have the Slice effect more likely to be a critical success. In exchange, the chance of a critical failure rises as well.

**Effects of Slice Attack**

Mastery Grade	Effect
Beginner	Your hit checks for attacks made with weapons that have a "Slice" effect will be a critical success if the 2d6 is 11 or higher, but they will be a critical failure if the 2d6 is 5 or lower.
Intermediate	Your hit checks for attacks made with weapons that have a "Slice" effect will be a critical success if the 2d6 is 11 or higher, but they will be a critical failure if the 2d6 is 4 or lower.
Expert	Your hit checks for attacks made with weapons that have a "Slice" effect will be a critical success if the 2d6 is 10 or higher, but they will be a critical failure if the 2d6 is 4 or lower.
Master	Your hit checks for attacks made with weapons that have a "Slice" effect will be a critical success if the 2d6 is 10 or higher, but they will be a critical failure if the 2d6 is 3 or lower.
Legend	Your hit checks for attacks made with weapons that have a "Slice" effect will be a critical success if the 2d6 is 9 or higher, but they will be a critical failure if the 2d6 is 3 or lower.



•**Name:** Binding Attack

•**Description:** When you make a bludgeoning attack with a weapon that has the Bind effect, the weapon wraps around the enemy and restricts their movements. If Binding Attack connects, not only will the target not be able to move, but they'll also take a binding penalty to any hit checks, dodge checks, block checks, and escape checks. However, Binding Attack only deals half the normal amount of damage.

A bound character can attempt to break their binds and flee by using a main action. If they want to flee, they make an escape check (p. 146). If the character passes this escape check, they end the binding.

The character who used Binding Attack can also end the binding using a free action.

Binding Attack cannot be used at the same time as Strong Blow: Bludgeon.

**Effects of Binding Attack**

Mastery Grade	Effect
Beginner	Perform Binding Attack using a weapon that has the "Bind" effect and apply a -2 penalty to the enemy.
Intermediate	Perform Binding Attack using a weapon that has the "Bind" effect and apply a -3 penalty to the enemy.
Expert	Perform Binding Attack using a weapon that has the "Bind" effect and apply a -4 penalty to the enemy.
Master	Perform Binding Attack using a weapon that has the "Bind" effect and apply a -5 penalty to the enemy.
Legend	Perform Binding Attack using a weapon that has the "Bind" effect and apply a -6 penalty to the enemy.

•**Name:** Rapid Fire

•**Description:** When you make a ranged attack using a weapon that has the Rapid Fire (-*n*) effect, you can perform the attack twice.

Before the first hit check, decide if you will use Rapid Fire, and the target you will use it on.



Rapid Fire cannot be used on your turn if you have already moved that turn. If you use Rapid Fire before moving, you cannot move after on the same turn.

Rapid Fire cannot be used at the same time as Snipe.

### Effects of Rapid Fire

Mastery Grade	Effect
Beginner	With one main action, attack the same enemy twice. Take a $-n$ penalty on the second attack.
Intermediate	With one main action, attack twice. If you attack the same enemy twice, take a $-n$ penalty on the second attack. If you attack two different enemies, take a $-n$ penalty on each of the hit checks.
Expert	With one main action, attack twice. If you attack the same enemy twice, take a $-(1/2)n$ penalty on the second attack. If you attack two different enemies, take a $-n$ penalty on each of the hit checks.
Master	(Prerequisite: at least 7 levels in ranger) With one main action, attack twice. If you attack the same enemy twice, take a $-(1/2)n$ penalty on the second attack. If you attack two different enemies, take a $-(1/2)n$ penalty on each of the hit checks.
Legend	With one main action, attack three times. If you attack the same enemy each time, take a $-(1/2)n$ penalty on the second and third attacks. If you attack two or more different enemies, take a $-(1/2)n$ penalty on each of the hit checks.

•**Name:** Curved Shot

•**Description:** You can fire an arrow from a ranged bow weapon that will fly in a curve to strike the enemy in their blind spot. However, when curving a shot like this, your bow's range is halved, and it takes a  $-2$  penalty to its power. In addition, because it flies in an arc, it needs plenty of room in which to fly, so you won't be able to use it in confined areas such as cave passages. The GM may also decide that some small areas merely impose a hit check penalty rather than make Curved Shot unusable.

Decide if you're going to use Curved Shot before you make the hit check and declare it. If using Rapid Fire at the same time, the effects of Curved Shot apply to each of the attacks from Rapid Fire.



## Effects of Curved Shot

Mastery Grade	Effect
Beginner	When making a ranged attack with a bow, apply a -2 penalty to the enemy's dodge check and block check.
Intermediate	When making a ranged attack with a bow, apply a -3 penalty to the enemy's dodge check and block check.
Expert	When making a ranged attack with a bow, apply a -4 penalty to the enemy's dodge check and block check.
Master	(Prerequisite: at least 7 levels in ranger) When making a ranged attack with a bow, apply a -5 penalty to the enemy's dodge check and block check.
Legend	When making a ranged attack with a bow, halve the penalty from cover (p. 186) that would affect the attack's hit check. In addition, apply a -5 penalty to the enemy's dodge check and block check.

•**Name:** Slip Behind / **Prerequisite:** At least one level of scout

•**Description:** Go around behind one enemy and attack from another angle.

Slip Behind requires movement. Thus, you can't perform it if you've already moved on the same turn. You also cannot move after having used Slip Behind on the same turn.

When performing Slip Behind, choose 1 enemy within half your movement speed in meters to make a melee or ranged attack on. Declare that you'll use Slip Behind before making the hit check for the attack. The Slip Behind target makes a movement obstruction check (p. 142) against it.

If the enemy passes their movement obstruction check, Slip Behind fails. The character who attempted Slip Behind will end up face-to-face with the enemy, but they can still make an attack. They can't change their method of attack or their target at this point.

If the enemy fails their movement obstruction check, you gain the Slip Behind bonus on melee and ranged attack hit checks against the single enemy you targeted.

Success or fail, a character who uses Slip Behind moves to the location of the targeted enemy and takes a -2 penalty to dodge checks (p. 137) and block checks (p. 137) until their next turn.



## Effects of Slip Behind

Mastery Grade	Effect
Beginner	Gain a +2 bonus to hit checks against the 1 targeted enemy.
Intermediate	Gain a +4 bonus to hit checks against the 1 targeted enemy.
Expert	Gain a +6 bonus to hit checks against the 1 targeted enemy.
Master	(Prerequisite: at least 7 levels in scout) Gain a +8 bonus to hit checks against the 1 targeted enemy.
Legend	Gain a +10 bonus to hit checks against the 1 targeted enemy.

•**Name:** Snipe / **Prerequisite:** At least 1 level in scout

•**Description:** When equipped with a bow or throwing weapon, use a main action to take aim at one enemy within sight. This grants a bonus to your range and to hit checks on ranged attacks made during your next turn. If the attack lands, it can deal heavy damage.

Snipe cannot be used if you've already moved this turn. If you've already used Snipe, you cannot move on the same turn. If you move after using Snipe but before making the ranged attack, you lose the bonus from Snipe.

Snipe cannot be used at the same time as Rapid Fire.

## Effects of Snipe

Mastery Grade	Effect
Beginner	When making a ranged attack with a bow or throwing weapon, gain a +4 bonus to its hit check and power.
Intermediate	When making a ranged attack with a bow or throwing weapon, gain a +6 bonus to its hit check and power, and multiply its range by 1.5.
Expert	When making a ranged attack with a bow or throwing weapon, gain a +8 bonus to its hit check and power, and multiply its range by 1.5. In addition, the hit check will be a critical success with an 11 or higher on the 2d6.
Master	(Prerequisite: at least 7 levels in ranger) When making a ranged attack with a bow or throwing weapon, gain a +10 bonus to its hit check and power, and multiply its range by 2. In addition, the hit check will be a critical success with an 11 or higher on the 2d6.
Legend	When making a ranged attack with a bow or throwing weapon, gain a +12 bonus to its hit check and power, and multiply its range by 2. In addition, the hit check will be a critical success with a 10 or higher on the 2d6.



•**Name:** Iron Fist / **Prerequisite:** At least 1 level in monk

•**Description:** Your well-trained body allows you to increase the damage of your barehanded attacks.

### Effects of Iron Fist

Mastery Grade	Effect
Beginner	Gain a +1 bonus to barehanded attack power.
Intermediate	Gain a +2 bonus to barehanded attack power.
Expert	Gain a +4 bonus to barehanded attack power.
Master	(Prerequisite: at least 7 levels in monk) Gain a +6 bonus to barehanded attack power.
Legend	Gain a +8 bonus to barehanded attack power.

•**Name:** Alert / **Prerequisite:** At least 1 level in monk

•**Description:** See an enemy's attack coming and dodge it in the nick of time. You can decide whether or not to use Alert before making a dodge check.

### Effects of Alert

Mastery Grade	Effect
Beginner	Your dodge checks will be a critical success with an 11 or higher on the 2d6, and a critical failure with a 5 or lower.
Intermediate	Your dodge checks will be a critical success with an 11 or higher on the 2d6, and a critical failure with a 4 or lower.
Expert	Your dodge checks will be a critical success with a 10 or higher on the 2d6, and a critical failure with a 4 or lower.
Master	(Prerequisite: at least 7 levels in monk) Your dodge checks will be a critical success with a 10 or higher on the 2d6, and a critical failure with a 3 or lower.
Legend	Your dodge checks will be a critical success with a 9 or higher on the 2d6, and a critical failure with a 3 or lower.

•**Name:** Burst of Strength / **Prerequisite:** At least 1 level in monk

•**Description:** Manipulate the energy within your body and empower your hands or close-combat weapon with it for an attack. This skill is only effective when making a barehanded attack or attacking with a close-combat weapon.



## Effects of Burst of Strength

Mastery Grade	Effect
Beginner	When a barehanded attack or a melee attack from your close-combat weapon lands, gain a +1 bonus to its power. You can also choose to fatigue yourself, with each point of fatigue giving you an additional +1 bonus to power (up to a maximum of psyche).
Intermediate	When a barehanded attack or a melee attack from your close-combat weapon lands, gain a +2 bonus to its power. You can also choose to fatigue yourself, with each point of fatigue giving you an additional +1 bonus to power (up to a maximum of psyche).
Expert	When a barehanded attack or a melee attack from your close-combat weapon lands, gain a +1d3 bonus to its power. You can also choose to fatigue yourself, with each point of fatigue giving you an additional +1 bonus to power (up to a maximum of psyche).
Master	(Prerequisite: at least 7 levels in monk) When a barehanded attack or a melee attack from your close-combat weapon lands, gain a +1d6 bonus to its power. You can also choose to fatigue yourself, with each point of fatigue giving you an additional +1 bonus to power (up to a maximum of psyche).
Legend	When a barehanded attack or a melee attack from your close-combat weapon lands, gain a +1d6 bonus to its power. You can also choose to fatigue yourself, with each point of fatigue giving you an additional +2 bonus to power (up to a maximum of psyche).

•**Name:** Dual Wielding

•**Description:** Fight with two one-handed weapons, one in each hand. This allows you to make one attack with each weapon, for a total of two melee attacks in one turn.

Declare before your first hit check whether you will use Dual Wielding and, if you do, what your target will be.

You cannot attack with Dual Wielding if you've already moved this turn, and you cannot move this turn if you've already attacked with Dual Wielding.

If both of your equipped weapons have the Parry effect, add their effects together.



## Effects of Dual Wielding

Mastery Grade	Effect
Beginner	Make two melee attacks on the same enemy, one using each weapon in your hand. Each attack takes a -4 penalty to its hit check.
Intermediate	Make two melee attacks on your target(s), one using each weapon in your hand. Each attack takes a -4 penalty to its hit check. If you attack two different enemies in this way, each takes a -6 penalty to its hit check.
Expert	Make two melee attacks on your target(s), one using each weapon in your hand. Each attack takes a -3 penalty to its hit check. If you attack two different enemies in this way, each takes a -6 penalty to its hit check.
Master	Make two melee attacks on your target(s), one using each weapon in your hand. Each attack takes a -3 penalty to its hit check. If you attack two different enemies in this way, each takes a -5 penalty to its hit check.
Legend	Make two melee attacks on your target(s), one using each weapon in your hand. Each attack takes a -2 penalty to its hit check. If you attack two different enemies in this way, each takes a -4 penalty to its hit check.

•**Name:** Mow Down

•**Description:** Use a two-handed weapon to make a single melee attack against multiple enemies within reach (5m). Mow Down must be used with a slash or bludgeoning attribute attack.

## Effects of Mow Down

Mastery Grade	Effect
Beginner	Attack up to 2 enemies within reach (5m) at the same time with a single melee attack. The hit check for this attack takes a -4 penalty.
Intermediate	Attack up to 2 enemies within reach (5m) at the same time with a single melee attack. The hit check for this attack takes a -4 penalty. In addition, by adding -2 to this hit check penalty, you can add 1 additional enemy to attack (up to a total of 3).
Expert	Attack up to 2 enemies within reach (5m) at the same time with a single melee attack. The hit check for this attack takes a -4 penalty. In addition, for each -2 to the penalty on the hit check you apply, you can add 1 additional enemy to attack. You can add up to 2 enemies to attack in this way (up to a total of 4).
Master	(Prerequisite: at least 7 levels in fighter) Attack up to 2 enemies within reach (5m) at the same time with a single melee attack. The hit check for this attack takes a -4 penalty. In addition, for each -2 to the penalty on the hit check you apply, you can add 1 additional enemy to attack. You can add up to 3 enemies to attack in this way (up to a total of 5).
Legend	Attack up to 2 enemies within reach (5m) at the same time with a single melee attack. The hit check for this attack takes a -4 penalty. In addition, for each -1 to the penalty on the hit check you apply, you can add 1 to the number of enemies to attack (up to a total of 5).



## ➤ ADVENTURER SKILLS BEST FOR SPELL-CASTING CLASSES ◀

•**Name:** Monster Knowledge

•**Description:** You possess knowledge regarding the biology and abilities of the Unpraying Ones (those who do not pray) that are hostile toward Pray-ers (those who pray). You also have a generalized knowledge of animals and plants.

If someone who has learned Monster Knowledge passes a monster knowledge check (p. 153), they can look at all the monster's information. Even if they fail the check, they will still know the monster's name and type.

### Effects of Monster Knowledge

Mastery Grade	Effect
Beginner	Gain a +2 bonus to monster knowledge checks (p. 153).
Intermediate	Gain a +4 bonus to monster knowledge checks.
Expert	Gain a +6 bonus to monster knowledge checks.
Master	Gain a +8 bonus to monster knowledge checks.
Legend	Gain a +10 bonus to monster knowledge checks.

•**Name:** Spell Expertise: XX

•**Description:** You excel in using and maintaining spells of the specified type and in bringing out their maximum effect.

There are six types of this skill, and each must be learned individually: Spell Expertise: Attack Spells, Spell Expertise: Imbuement Spells, Spell Expertise: Creation Spells, Spell Expertise: Control Spells, Spell Expertise: Healing Spells, and Spell Expertise: General Spells.

These skills only have an effect when using or maintaining spells of the specified type.



## Effects of Spell Expertise: XX

Mastery Grade	Effect
Beginner	Gain a +1 bonus to spell use checks (p. 138) and spell maintenance checks (p. 139) for spells of the specified type.
Intermediate	Gain a +2 bonus to spell use checks and spell maintenance checks for spells of the specified type.
Expert	Gain a +3 bonus to spell use checks and spell maintenance checks for spells of the specified type.
Master	Gain a +4 bonus to spell use checks and spell maintenance checks for spells of the specified type.
Legend	Gain a +5 bonus to spell use checks and spell maintenance checks for spells of the specified type.

•**Name:** Master of XX

•**Description:** Spell use checks and spell maintenance checks for spells of the specified attribute are more likely to be critical successes. The spell's effects will also occasionally be increased.

There are five types of this skill, and each must be learned individually: Master of Fire, Master of Water, Master of Wind, Master of Earth, and Master of Life.

These skills only have an effect when using or maintaining spells of the specified type.

## Effects of Master of XX

Mastery Grade	Effect
Beginner	Spell use checks (p. 138) and spell maintenance checks (p. 139) for spells of the specified attribute will be critical successes with an 11 or higher on the 2d6.
Intermediate	Spell use checks and spell maintenance checks for spells of the specified attribute will be critical successes with an 11 or higher on the 2d6. Any damage or recovery that spell causes also gains a +1 bonus.
Expert	Spell use checks and spell maintenance checks for spells of the specified attribute will be critical successes with a 10 or higher on the 2d6. Any damage or recovery that spell causes also gains a +2 bonus.
Master	(Prerequisite: at least 7 levels in any spell-casting class) Spell use checks and spell maintenance checks for spells of the specified attribute will be critical successes with a 10 or higher on the 2d6. Any damage or recovery that spell causes also gains a +3 bonus.
Legend	Spell use checks and spell maintenance checks for spells of the specified attribute will be critical successes with a 9 or higher on the 2d6. Any damage or recovery that spell causes also gains a +4 bonus.



•**Name:** Enhance Spells: Power / **Prerequisite:** At least 1 level in any spell-casting class

•**Description:** You have mastery over all spells that deal damage to enemies, and you can make them more potent than normal.

### Effects of Enhance Spells: Power

Mastery Grade	Effect
Beginner	Gain a +1 on all damage to enemies from spells.
Intermediate	Gain a +2 on all damage to enemies from spells.
Expert	Gain a +3 on all damage to enemies from spells.
Master	(Prerequisite: at least 7 levels in any spell-casting class) Gain a +4 on all damage to enemies from spells.
Legend	Gain a +5 on all damage to enemies from spells.

•**Name:** Bonus Spells: XX / **Prerequisite:** At least 1 level in any spell-casting class

•**Description:** You can learn extra spells of the chosen spell system.

There are four types of this skill, and each must be learned individually: Bonus Spells: Words of True Power, Bonus Spells: Miracles, Bonus Spells: Ancestral Dragon Arts, and Bonus Spells: Spirit Arts.

You must have at least 1 level in the appropriate spell-casting class in order to take the corresponding skill: sorcerer for words of true power, priest for miracles, dragon priest for ancestral dragon arts, and shaman for spirit arts.



## Effects of Bonus Spells: XX

Mastery Grade	Effect
Beginner	Immediately learn 1 new spell of the specified spell system. As a result, your number of learned spells becomes 1 + the level of the spell-casting class that can use the specified spell system.
Intermediate	Immediately learn 1 new spell of the specified spell system. As a result, your number of learned spells becomes 2 + the level of the spell-casting class that can use the specified spell system.
Expert	Immediately learn 1 new spell of the specified spell system. As a result, your number of learned spells becomes 3 + the level of the spell-casting class that can use the specified spell system.
Master	Immediately learn 1 new spell of the specified spell system. As a result, your number of learned spells becomes 4 + the level of the spell-casting class that can use the specified spell system.
Legend	Immediately learn 1 new spell of the specified spell system. As a result, your number of learned spells becomes 5 + the level of the spell-casting class that can use the specified spell system.

•**Name:** Magical Talent / **Prerequisite:** At least 1 level in any spell-casting class

•**Description:** Through training, you have polished your talent at using spells and can now use more in a single day.

## Effects of Magical Talent

Mastery Grade	Effect
Beginner	Add 1 to your spell uses.
Intermediate	(Prerequisite: at least 4 total levels across all spell-casting classes) Add 2 to your spell uses.
Expert	(Prerequisite: at least 7 total levels across all spell-casting classes) Add 3 to your spell uses.
Master	(Prerequisite: at least 10 total levels across all spell-casting classes) Add 4 to your spell uses.
Legend	(Prerequisite: at least 15 total levels across all spell-casting classes) Add 5 to your spell uses.



## GENERAL SKILLS

•**Name:** Leadership

•**Description:** You can make those in weaker positions follow your orders and organize them to carry out work efficiently. The primary ability score used for the check is psyche, and the secondary ability score should be decided by the GM based on the situation. This check is called a **leadership check**. Targets affected by Leadership cannot use Leadership on other targets, and a player cannot lead monsters in this way.

### Effects of Leadership

Mastery Grade	Effect
Beginner	Gain a +1 bonus to leadership checks.
Intermediate	Gain a +2 bonus to leadership checks. In addition, at the start of every round once turn order has been established, choose up to 1 willing character later in the action order than you; their initiative becomes equal to yours.
Expert	Gain a +4 bonus to leadership checks. In addition, at the start of every round once turn order has been established, choose up to 2 willing characters later in the action order than you; their initiative becomes equal to yours.

•**Name:** Worship / **Prerequisite:** At least 1 level in priest or dragon priest

•**Description:** Offer prayers to the gods, ancestral dragons, or any other spiritual existence such as ancestral spirits to gain their blessings or quell their vengeance; or perform a ritual to do so.

When you use Worship, the standard score is your psyche + a secondary ability score decided by the GM + your priest or dragon priest level, which you then add the bonus from Worship to. This is called a **worship check**.

When worshipping over the course of 3 hours, if you pass a worship check with a target score of 20, you recover one spell use. You can only recover spell uses by praying once per day.



## Effects of Worship

Mastery Grade	Effect
Beginner	Gain a +1 bonus to worship checks.
Intermediate	Gain a +2 bonus to worship checks. You can shorten the time you need to pray in order to recover a spell use to 2 hours. If you do, the worship check's target score is 25 instead.
Expert	Gain a +4 bonus to worship checks. You can shorten the time you need to pray in order to recover a spell use to 2 hours. If you do, the worship check's target score is 25 instead. You can instead attempt a worship check with a target score of 30 and pray for three hours; if you pass it, you can recover up to 2 spell uses instead.

•**Name:** Meditate / **Prerequisite:** At least 1 level in sorcerer or shaman

•**Description:** Focus your mind and calm your heart to recover mental energy or become one with nature to commune with spirits; or perform a ritual to do so.

When you use Meditate, the standard score is your intelligence + a secondary ability score decided by the GM + your sorcerer or shaman level, which you then add the bonus from Meditate to. This is called a **meditation check**.

When meditating over the course of 3 hours, if you pass a meditation check with a target score of 20, you recover one spell use. You can only recover spell uses by meditating once per day.

## Effects of Meditate

Mastery Grade	Effect
Beginner	Gain a +1 bonus to meditation checks.
Intermediate	Gain a +2 bonus to meditation checks. You can shorten the time you need to meditate in order to recover a spell use to 2 hours. If you do, the meditation check's target score is 25 instead.
Expert	Gain a +4 bonus to meditation checks. You can shorten the time you need to meditate in order to recover a spell use to 2 hours. If you do, the meditation check's target score is 25 instead. You can instead attempt a meditation check with a target score of 30 and meditate for three hours; if you pass it, you can recover up to 2 spell uses instead.



•**Name:** Appraisal

•**Description:** You are able to judge the authenticity, value, and use of things like tools, works of art, and unknown artifacts.

When you use Appraisal, the standard score is your intelligence + a secondary ability score decided by the GM, which you then add the bonus from Appraisal to. This is called an **appraisal check**.

**Effects of Appraisal**

Mastery Grade	Effect
Beginner	Gain a +1 bonus to appraisal checks.
Intermediate	Gain a +2 bonus to appraisal checks.
Expert	Gain a +4 bonus to appraisal checks.

•**Name:** Negotiate: XX

•**Description:** You understand a certain type of negotiation—logical persuasion, tempting with your sexual charms, or putting pressure on someone to make them compliant. These must be learned separately as Negotiate: Persuade, Negotiate: Tempt, and Negotiate: Intimidate.

When you use Negotiate: Persuade, the standard score is your intelligence + a secondary ability score decided by the GM, to which you then add the bonus from Negotiate: Persuade. If successful, you build a relationship of trust with the target founded upon logical reasoning. As long as the target is acting rationally, they will most likely not betray you.

When you use Negotiate: Tempt, the standard score is your psyche + a secondary ability score decided by the GM, to which you then add the bonus from Negotiate: Tempt. If successful, you build a symbiotic relationship with the target founded upon feelings of romance. As long as the target maintains those romantic feelings, they will most likely not betray you.

When you use Negotiate: Threaten, the standard score is your strength + a secondary ability score decided by the GM, to which you then add the bonus from Negotiate: Threaten. If successful, you build a master-servant relationship with the target founded upon feelings of fear. If the target's fear wanes or grows too powerful, it is highly likely they'll betray you.



These checks are specific kinds of **negotiation checks**. The GM may also take into account the target's backstory and personality, as well as the state they're in during the negotiation, to apply a -2 to -8 penalty to the final score of a negotiation check. The score after applying this penalty becomes the effectiveness score for the negotiation check.

The strength of your bond of trust or romance depends on how high the negotiation check's effectiveness score is (with penalties factored in). For the target's reactions based on the effectiveness score, see the Target Reactions Based On Negotiation Check Effectiveness Score table.

### Effects of Negotiate: XX

Mastery Grade	Effect
Beginner	Gain a +1 bonus on negotiation checks. The target will be able to read between the lines and understand things that are implied.
Intermediate	Gain a +2 bonus on negotiation checks.
Expert	Gain a +4 bonus on negotiation checks.

### Target Reactions Based On Negotiation Check Effectiveness Score

Effectiveness Score	Target's Reaction
9 or lower	The target rejects the PC, or they become enraged and attack.
10 to 14	The target is neutral toward the PC. Temptation and threats may be taken as a slight against their honor and have the opposite effect.
15 to 19	The target has a good impression of the PC. However, they won't try to save the PC or give them information until it would be to their own disadvantage not to. The PC may be able to strike a deal or persuade the target to a certain extent to gain some effect.
20 to 29	The target feels friendship, romance, or fear toward the PC. They would probably try to help the PC or give them information even if it was somewhat disadvantageous for them to do so.
30 to 39	The target feels a deep affection for the PC, or they are somewhat placed under the PC's mental control. They would try to help the PC even if it was very disadvantageous for them to do so.
40 or higher	The target worships the PC or is under their complete and total control. As long as nothing causes them to lose their feelings of reverence or terror toward the PC, they will always act with the PC's instructions and wishes as their first and foremost objective.



•**Name:** Theology

•**Description:** You have detailed knowledge on the gods, their teachings, and the legends and mythology surrounding them.

When you use Theology to attempt to recall something about the gods or their teachings, the standard score is your intelligence + a secondary ability score decided by the GM + your priest or dragon priest level, to which you then add the bonus from Theology. This is called a **theology check** and is a type of intelligence check.

**Effects of Theology**

Mastery Grade	Effect
Beginner	Gain a +1 bonus to theology checks.
Intermediate	Gain a +2 bonus to theology checks.
Expert	Gain a +4 bonus to theology checks.

•**Name:** Survivalism

•**Description:** You have the necessary knowledge and skills to survive out in the wild.

When you attempt to recall expert knowledge related to survival techniques, the standard score is your intelligence + a secondary ability score decided by the GM + your ranger level, to which you then add the bonus from Survivalism. This is called a **survivalism knowledge check** and is a type of intelligence check.

When employing techniques related to survival techniques, the standard score is your technique + a secondary ability score decided by the GM + your ranger level, to which you then add the bonus from Survivalism. This is called a **survivalism technique check** and is a type of manipulation check.

If you go for at least 24 hours without eating, then instead of making a strength resistance check every 3 hours, you can make a survivalism knowledge check or survivalism technique check. The target score of this check is the number of hours you've gone without food -12. If you pass this check, you don't receive penalties from not eating (p. 199).



## Effects of Survivalism

Mastery Grade	Effect
Beginner	Gain a +1 bonus to survivalism knowledge checks and survivalism technique checks.
Intermediate	Gain a +2 bonus to survivalism knowledge checks and survivalism technique checks.
Expert	Gain a +4 bonus to survivalism knowledge checks and survivalism technique checks.

•**Name:** No Preconceptions / **Prerequisite:** The past “Sheltered”

•**Description:** You have no preconceptions about anything, which allows you to see the truth about people and objects.

When trying to perceive the truth about an object or a person using No Preconceptions, the standard score is your psyche + a secondary ability score decided by the GM, to which you then add the bonus from No Preconceptions. This is called an **intuition check**, a type of perception check. This check can only be made when the GM permits it. The GM should decide the target score. If the target is making a negotiation check, use its effectiveness score as the target score.

If the player passes the intuition check, the GM should give them a hint about the truth of the person or object targeted by the check.

## Effects of No Preconceptions

Mastery Grade	Effect
Beginner	Gain a +1 bonus to intuition checks.
Intermediate	Gain a +2 bonus to intuition checks.
Expert	Gain a +4 bonus to intuition checks.

•**Name:** Cool and Collected

•**Description:** You can control your emotions and keep your calm without being surprised by some minor thing or other. You also recover more quickly from confusion, agitation, or any other state in which you’ve become emotional and act irrationally. Spells that have an effect on the mind also have a harder time affecting you.

When you use Cool and Collected to control your emotions and quell your agitation, the standard score is your psyche or intelligence +



a secondary ability score decided by the GM + your adventurer level or dragon priest level, to which you then add the bonus from Cool and Collected. When using psyche, this check is called a **psyche resistance check** (a type of resistance check) (p. 144), and when using intelligence, this check is called an **intelligence resistance check** (a type of resistance check) (p. 144).

### Effects of Cool and Collected

Mastery Grade	Effect
Beginner	Gain a +1 bonus to psyche resistance checks and intelligence resistance checks.
Intermediate	Gain a +2 bonus to psyche resistance checks and intelligence resistance checks. In addition, gain a +1 bonus to spell resistance checks against spells with mental attributes.
Expert	Gain a +4 bonus to psyche resistance checks and intelligence resistance checks. In addition, gain a +2 bonus to spell resistance checks against spells with mental attributes.

•**Name:** General Knowledge

•**Description:** You have broad (but shallow) knowledge about many different fields, as well as a more generalized understanding of the world. This skill does not afford you understanding of more technical aspects and concepts.

When you use General Knowledge to recall some sort of knowledge, the standard score is your intelligence + a secondary ability score decided by the GM + your sorcerer level, to which you then add the bonus from General Knowledge. This check is called a **general knowledge check** (a type of intelligence check).

### Effects of General Knowledge

Mastery Grade	Effect
Beginner	Gain a +1 bonus to general knowledge checks.
Intermediate	Gain a +2 bonus to general knowledge checks.
Expert	Gain a +4 bonus to general knowledge checks.



•**Name:** Criminal Knowledge

•**Description:** You possess expert knowledge regarding the methodology and tendencies of crimes, the psychology of those who commit them, and records of ones in the past.

When you use Criminal Knowledge to recall something regarding illicit activities, the standard score is your intelligence + a secondary ability score decided by the GM + your scout level, to which you then add the bonus from Criminal Knowledge. This check is called a **criminal knowledge check** (a type of intelligence check).

### Effects of Criminal Knowledge

Mastery Grade	Effect
Beginner	Gain a +1 bonus to criminal knowledge checks.
Intermediate	Gain a +2 bonus to criminal knowledge checks.
Expert	Gain a +4 bonus to criminal knowledge checks.

•**Name:** Research

•**Description:** You can search through large quantities of written material to find what you're after and locate necessary information within books and documents.

When you use Research to search for a desired document or locate required information, the standard score is your intelligence + a secondary ability score decided by the GM + your sorcerer level, to which you then add the bonus from Research. This check is called a **research check** (a type of intelligence check).

### Effects of Research

Mastery Grade	Effect
Beginner	Gain a +1 bonus to research checks.
Intermediate	Gain a +2 bonus to research checks.
Expert	Gain a +4 bonus to research checks.



•**Name:** Etiquette

•**Description:** You possess knowledge of proper etiquette for every time, place, and situation, and you can conduct yourself in a way that is respectful to those in a higher position than you. You can also use this knowledge to leave others with a favorable impression of yourself.

When you use Etiquette to conduct yourself politely, the standard score is your psyche + a secondary ability score decided by the GM, to which you then add the bonus from Etiquette. This check is called an **etiquette check** (a type of negotiation check).

**Effects of Etiquette**

Mastery Grade	Effect
Beginner	Gain a +1 bonus to etiquette checks.
Intermediate	Gain a +2 bonus to etiquette checks.
Expert	Gain a +4 bonus to etiquette checks.

•**Name:** Labor

•**Description:** You can quickly understand how to do work, do it efficiently, and cut corners where nobody will know.

When you use Labor to engage in work, the standard score is your strength or intelligence + a secondary ability score decided by the GM, to which you then add the bonus from Labor. This check is called a **labor check**.

If the GM permits it, you can also make a labor check to increase the money earned from your work.

**Effects of Labor**

Mastery Grade	Effect
Beginner	Gain a +1 bonus to labor checks.
Intermediate	Gain a +2 bonus to labor checks.
Expert	Gain a +4 bonus to labor checks.



•**Name:** Production: XX

•**Description:** You have expertise and skills in a particular kind of production: farming, fishing, logging, or mining. These must be learned separately as Production: Farming, Production: Fishing, Production: Logging, and Production: Mining. The GM may also permit players to learn other forms of production in the same format of *Production: XX*.

When you recall expert knowledge related to a production industry, the standard score is your intelligence + a secondary ability score decided by the GM, to which you then add the bonus from Production. This check is called a **production knowledge check** and is a type of intelligence check. Production knowledge checks are separated into different types as **farming knowledge checks**, etc.

When employing expert techniques related to Production, the standard score is your technique + a secondary ability score decided by the GM, to which you then add the bonus from Production. This check is called a **production technique check** and is separated into different types like **farming skill checks**, etc.

### Effects of Production: XX

Mastery Grade	Effect
Beginner	Gain a +1 bonus to production knowledge checks and production technique checks.
Intermediate	Gain a +2 bonus to production knowledge checks and production technique checks.
Expert	Gain a +4 bonus to production knowledge checks and production technique checks.

•**Name:** Artisan: XX

•**Description:** You possess expert skills and manufacturing techniques related to a specific field like smithing, needlework, carpentry, leather-working, or metal-carving. These must be learned separately as Artisan: Smithing, Artisan: Needlework, Artisan: Carpentry, Artisan: Leather-working, and Artisan: Metal-Carving. The GM may also permit players to learn other forms of craftsmanship in the same format of *Artisan: XX*.

When you use Artisan to create something, the standard score is your technique + a secondary ability score decided by the GM, to which you



then add the bonus from Artisan. This is called an **artisan creation check** (a type of manipulation check). In order to create something with an artisan creation check, you must have the appropriate artisan's tools.

When you use Artisan to speculate on an item's uses or how to use it, the standard score is your intelligence + a secondary ability score decided by the GM, to which you then add the bonus from Artisan. This is called an **artisan knowledge check** (a type of knowledge check).

### Effects of Artisan: XX

Mastery Grade	Effect
Beginner	Gain a +1 bonus to artisan creation checks and artisan knowledge checks.
Intermediate	Gain a +2 bonus to artisan creation checks and artisan knowledge checks.
Expert	Gain a +4 bonus to artisan creation checks and artisan knowledge checks.

### Creating Arrows with Artisan: Carpentry and Craftsmanship

If you use Artisan: Carpentry, you can create makeshift arrows, even when out in the wild. When you attempt this, the check is your technique focus + the bonus from Artisan: Carpentry + 2d6. You create a number of hours equal to one-third of the final check score per hour. However, because you made these arrows with whatever materials you could find, you take a -1 penalty to hit checks when using them.

You can create arrows in the same way if you use Craftsmanship (p. 273) in place of Artisan: Carpentry. If you do, you will take a -4 penalty on the craftsmanship check.

•**Name:** Perform: XX

•**Description:** You have the ability and knowledge to perform in some way, whether it be singing, playing an instrument, dancing, street performing, acting, or more. These must be learned separately as Perform: Sing, Perform: Play, Perform: Dance, Perform: Street Perform, and Perform: Act. Players may discuss with the GM to come up with their own subsets of Perform.



When you use Perform: Sing or Perform: Act, use your psyche + a secondary ability score decided by the GM as the standard score, to which you then add the bonus from Perform. When performing with Perform: Play, Perform: Dance, or Perform: Street, use your technique + a secondary ability score decided by the GM as the standard score, to which you then add the bonus from Perform. These are called **performance checks** and are separated into different types such as **singing performance checks**, etc.

When recalling expert knowledge related to the chosen kind of performing, use your intelligence + a secondary ability score decided by the GM as the standard score, then add the bonus from Perform to it. These are called **performance knowledge checks** (a type of knowledge check) and are separated into different types such as **singing knowledge checks**, etc.

### Effects of Perform: XX

Mastery Grade	Effect
Beginner	Gain a +1 bonus to performance checks and performance knowledge checks.
Intermediate	Gain a +2 bonus to performance checks and performance knowledge checks.
Expert	Gain a +4 bonus to performance checks and performance knowledge checks.

### Earning Money Outside Adventures

A PC can earn an income doing a nonadventuring side job between adventures.

To do so, choose one from either Labor, Production, Artisan, or Perform and make a check with it. The amount of money you earn in one week is based on the check's effectiveness score.

For these checks, consult the following charts.



### Basic Scores for Using Checks

Skill	Basic Score
Labor	Strength endurance or intelligence endurance (PC chooses)
Production	Technique endurance
Artisan	Technique endurance
Perform	(when singing or acting) Psyche endurance (when playing, dancing, or street performing) Technique endurance

### Nonadventuring Income Effectiveness Scores (Income in Silver Coins)

Effectiveness Score	9 or less	10 to 14	15 to 19
Income (1 week)	2d6+3	2d6+8	3d6+9

Effectiveness Score	20 to 24	25 to 29	30 or more
Income (1 week)	3d6+14	4d6+15	4d6+20

This income is what an adventurer earns laboring at a side job. A full-time worker would earn more income than that (even a lower-ranked artisan or apprentice would earn about twice that).

•**Name:** Craftsmanship

•**Description:** Create simple items and traps using whatever tools you can find.

When you create a simple item or trap using Craftsmanship, use your technique + a secondary ability score decided by the GM as the standard score, then add the bonus from Craftsmanship to it. This check is called a **craftsmanship check** (a type of manipulation check).

You can create makeshift arrows using a craftsmanship check. For details, see Creating Arrows with Artisan: Carpentry and Craftsmanship (p. 271).



## Effects of Craftsmanship

Mastery Grade	Effect
Beginner	Gain a +1 bonus on craftsmanship checks.
Intermediate	Gain a +2 bonus on craftsmanship checks.
Expert	Gain a +4 bonus on craftsmanship checks.

•**Name:** Long-Distance Movement

•**Description:** You don't grow tired while walking for long periods of time and moving across long distances. You can also maintain most of your speed even on unkempt paths.

When you use Long-Distance Movement to move for a long period of time or traverse unkempt paths, make a long-distance movement check (p. 135). If you pass this check, you do not take on fatigue even after traveling for great lengths, and you can maintain your speed even on rough courses.

## Effects of Long-Distance Movement

Mastery Grade	Effect
Beginner	Gain a +1 bonus to long-distance movement checks.
Intermediate	Gain a +2 bonus to long-distance movement checks. In addition, gain +2 to movement speed.
Expert	Gain a +4 bonus to long-distance movement checks. In addition, gain +4 to movement speed.

•**Name:** Riding

•**Description:** Skillfully handle riding animals such as warhorses as well as vehicles like carriages.

When you use Riding to handle a riding animal or a vehicle, use your technique + a secondary ability score decided by the GM as your standard score, then add the bonus from Riding to it. This check is called a **riding check** (a type of manipulation check).



## Effects of Riding

Mastery Grade	Effect
Beginner	Gain a +1 bonus to riding checks. In addition, when you are fighting while mounted, your class level's riding limit (p. 274) becomes 3 levels.
Intermediate	Gain a +2 bonus to riding checks. In addition, when you are fighting while mounted, your class level's riding limit becomes 6 levels.
Expert	Gain a +4 bonus to riding checks. In addition, when you are fighting while mounted, you have no class level riding limit.

### •Name: Cooking

### •Description: You have the knowledge and skill to make delicious food.

When you recall technical knowledge regarding cooking, take your intelligence + a secondary ability score decided by the GM as your standard score, then add the bonus from Cooking to it. This check is called a **cooking knowledge check** (a type of knowledge check).

When you apply cooking techniques, take your technique + a secondary ability score decided by the GM as your standard score, then add the bonus from Cooking to it. This check is called a **cooking technique check** (a type of manipulation check). When making food using a cooking technique check, you need cooking utensils. If you don't have cooking utensils, you take a -8 penalty to the check.

## Effects of Cooking

Mastery Grade	Effect
Beginner	Gain a +1 bonus to cooking checks.
Intermediate	Gain a +2 bonus to cooking checks.
Expert	Gain a +4 bonus to cooking checks.

### •Name: Faith: XX / Prerequisite: At least 1 level in priest or dragon priest

### •Description: You possess strong faith in a god or an ancestral dragon.

This skill has six types, and you can only learn one of them—Faith: Supreme God, Faith: Earth Mother, Faith: Trade God, Faith: God of Knowledge, Faith: Valkyrie, or Faith: Ancestral Dragon. You should always learn the type of Faith for the god you worship; priests can only



learn Faith: Supreme God, Faith: Earth Mother, Faith: Trade God, Faith: God of Knowledge, or Faith: Valkyrie, while dragon priests can only learn Faith: Ancestral Dragon.

A character who possesses Faith can use spells simply by willing them to occur; they don't need to chant the spell itself. Because of this, they can use miracles and ancestral dragon arts even when their mouths are shut or when they can't talk, such as while underwater. However, spell use checks that are not chanted take a penalty.

### Effects of Faith: XX

Mastery Grade	Effect
Beginner	You can use miracles or ancestral dragon arts from the object of your faith without chanting them. However, you take a -4 chant-less penalty to their spell use checks.
Intermediate	You can use miracles or ancestral dragon arts from the object of your faith without chanting them. However, you take a -2 chant-less penalty to their spell use checks.
Expert	(Prerequisite: At least 7 levels in priest or dragon priest) You can use miracles or ancestral dragon arts from the object of your faith without chanting them. You do not take a chant less penalty to the spell use check.

•**Name:** Beloved of the Fae

•**Description:** You have a deep empathetic relationship with spirits, and they love you in return. Because of this, you can use the spirit arts without having a shaman's bag and without spending a catalyst; if you do use a catalyst, it may heighten the spell's effects, however.

### Effects of Beloved of the Fae

Mastery Grade	Effect
Beginner	You can use spirit arts without possessing a shaman's bag and without spending catalysts.
Intermediate	You can use spirit arts without possessing a shaman's bag and without spending catalysts. If you do use a catalyst when using spirits arts, add 1 to the effectiveness score.
Expert	You can use spirit arts without possessing a shaman's bag and without spending catalysts. If you do use a catalyst when using spirits arts, add 2 to the effectiveness score.



- Name:** Draconic Heritage / **Prerequisite:** Lizardman race
- Description:** You were born with hard scales and sharp claws.

### Effects of Draconic Heritage

Mastery Grade	Effect
Beginner	Your scales add 1 to your armor score. In addition, your barehanded attacks become slash attacks, and you gain a +1 bonus to their power.
Intermediate	Your scales add 2 to your armor score. In addition, your barehanded attacks become slash attacks, and you gain a +2 bonus to their power.
Expert	Your scales add 3 to your armor score. In addition, your barehanded attacks become slash attacks, and you gain a +3 bonus to their power.

- Name:** Darkvision / **Prerequisite:** Dwarf, elf, or lizardman race
- Description:** Because you can see in the dark, you do not suffer darkness penalties (p. 159).

### Effects of Darkvision

Mastery Grade	Effect
Beginner	You can see up to 60m in darkness.
Intermediate	You can see up to 120m in darkness.
Expert	You can see up to 600m in darkness.

## SPELL LIST

This section describes the many spells used in the Four-Cornered World.

Spells fall into one of four different spell systems: **words of true power**, which alter the world's rules using words that possess real power; **miracles**, used by praying to the gods to gain divine power; **ancestral dragon arts**, used by worshipping ancestors and borrowing their power; and **spirit arts**, used by communing with the spirits that reside all throughout the natural world and seeking their aid. Sorcerers can use words of true power, priests can use miracles, dragon priests can use ancestral dragon arts, and shamans can use spirit arts. The classes that are able to use spells are collectively called **spell-casting classes** (p. 222).



•**Name:** The name of the spell.

•**Type (Attribute):** The type and attribute of the spell.

Spells are categorized into six broad types based on their effects and function: **attack spells**, **imbuement spells**, **creation spells**, **control spells**, **healing spells**, and **general spells**.

A spell's attribute describes its effects, what it draws its power from, or what kind of phenomenon it causes. There are eleven attributes: **fire**, **water**, **earth**, **wind**, **light**, **darkness**, **life**, **mind**, **matter**, **time**, and **space**. Some spells don't have an attribute; they use pure magical power as a power source.

•**Summary:** An outline of the spell's effects.

•**Difficulty:** The final score on the spell use check required to cast the spell. If the total check score is less than this difficulty, the spell isn't cast, and it has no effect.

•**Effect:** A description of the spell's effects. When a spell's area of effect or power changes based on the effectiveness score, the description will include a table of spell effects. Certain capitalized words here mean to refer to the table with the effectiveness score, such as **Range**, **Area**, **Duration**, or **Target**.

For more information on spell ranges, areas of effect, durations, and targets, refer to the following sections.

#### ✦ **Caster**

The caster is the character who used the spell.

When an effect specifies the caster as its range or target, the spell's effects first manifest on the caster. After that, the effects of certain spells may spread beyond the caster.

#### ✦ **Center point**

The center of the area affected by the spell, or a single point in space. For spells that have a center point, the caster can choose any place within range as that center point. After that, the spell affects an area like a sphere with a radius of some number of meters from the center point.

Certain spells may use the caster as their center point. This will be described as *centered on the caster*.



### ✦ **Range: X meters, Range: Reach, etc.**

The spell will affect a target within X meters of the caster.

When a spell has Range: Reach, the spell can only choose a target within reach of the caster. Normally, reach is 5 meters, but giant monsters may have a reach greater than that.

When a spell has Range: Touch, as a general rule, this also means it can only affect a target within 5 meters of the caster. However, unlike Range: Reach, the caster must physically touch the target with their hand.

### ✦ **Area: (Sphere, Circle, etc) X meters Radius**

These spells will affect an entire area and are either centered on the caster or centered on a point specified by the caster.

If there is no description like Target: All, the spell's effects will be applied indiscriminately to all characters and objects within the area. In such cases, the caster cannot protect specific characters or objects in that area. Spells with areas like Straight, which target everything in a line up to X meters; Square, which hits everything in a square that has sides of X meters; or Reach function the same way.

The area that a spell affects is generally called the **spell's area of effect**.

#### **Deciding whether something is within an area**

When a spell that affects an area is used, and you're not sure whether a certain character is included in that area, roll 2d6. If it's 7 or below, that character is included. You can apply the bonus from Lucky (p. 238) to this.

### ✦ **Duration: X rounds, etc.**

A spell's effects will last for the amount of time listed in the Duration section. Rounds last thirty seconds. While in combat, add on thirty seconds at the end of each round.

Some spells may list a number of hours or days instead of rounds for their duration. For ones that last days, the GM may count each day as the in-game date changes.

When using a spell with a specific duration, the caster can disable



its effects at any time before the duration is up. However, doing so in combat requires the use of a free action.

Most spells that don't have a listed duration will take immediate effect and then dissipate. However, anything affected by the spell—such as wounds or healing—will persist so long as nothing is stated to the contrary.

### ◆ **Spell Maintenance**

The caster must continuously focus their mind in order to maintain the spell's effects. Because of this, the caster must make a spell maintenance check (p. 139) every time it's their turn in combat, or whenever else they need to make one (p. 139). If they pass this check, the spell's effects persist. If they fail, the effects are lost.

For more information, see *Spell Effects Maintained via Spell Maintenance* (p. 216).

### ◆ **Target: 1**

The spell affects one character, one object, or one creature. As a general rule, characters such as monsters and PCs are counted as creatures. If it lists a specific target, like a body part, the GM should make a decision based on the situation.

Unless otherwise stated, the caster chooses the target.

### ◆ **Target: All**

Any spell with Target: All has an area of effect.

When the spell is used, all characters and objects within the specified area automatically become targets. However, the caster can choose characters and objects from among those in the area of effect that they don't want the spell to apply to and exclude them.

For example, when using *Fireball*, if you do nothing, the spell will deal damage to all characters and objects within its range. However, the caster can choose to exclude allies, other characters they're protecting, or unrelated civilians—anyone they don't want to deal damage to. Then the spell will only hit everything else. In this way, the caster may choose only to deal damage to the targets (mostly hostiles and monsters) they *want* to deal damage to.



\* \* \*

- Chant:** The words to be chanted when using the spell.
- Catalyst:** Whether or not you need a catalyst to use the spell. It will either say *None* or list the necessary item(s).

### ✦ Name of a catalyst

You need the specified catalyst to use the spell. However, if you are using spirit arts with a shaman's bag (p. 389) or ancestral dragon arts with a dragon priest's catalyst pouch (p. 389), you automatically possess the minimum required catalysts for the spell. On the other hand, you must purchase high-quality catalysts (p. 390) for the words of true power and miracles that need them, as there is no item like a shaman's bag for words of true power and miracles.

### ✦ None

You don't need a catalyst to use the spell. This also means you cannot use a high-quality catalyst to gain a bonus on your spell use check for this spell.

## ❖ Words of True Power ❖

Other Self	Words of True Power	Creation Spell (Life)	Difficulty	20
Create a copy of yourself that you can freely control.				
<p><b>Effect:</b> Create one copy of the caster in <b>Area:</b> Reach. The caster is mentally linked to the copy and can control it just like their own body, regardless of distance.</p> <p>The copy has the same ability scores, status (including wounds, remaining spell uses, fatigue, attrition track, and status ailments), equipment, and possessions as the caster at the time of casting. Equipment has the same stats as it would originally. However, their possessions cannot be used for any purpose (because of this, they can't perform a ranged attack even if they have the weapon for it).</p> <p>The caster can control the copy they created until their next round. They can still make dodge checks and resistance checks in the meantime.</p> <p>The copy does its own initiative check to find its initiative and thus its place in the action order. It can then act freely during its turn. The caster decides all the copy's actions. If the caster becomes unconscious, the copy will not be able to act.</p> <p>The copy's data must be managed separately from the caster's. The copy will exist for <b>Duration:</b> 1 Day, but if its wound count reaches half of the total score of Other Self's spell use check, it disappears.</p>				
Chant	Idem (the same)...umbra (shadow)...zain (presence)			
Catalyst	None			



## Unlock

Words of True Power

Creation Spell (Life)

Difficulty

10

Open something locked using magic.

**Effect:** Releases the lock or similar mechanism of one **Target:** Door, Lid, or Other Similar Object within **Range:** 10 Meters. If the caster wishes, they can open the target at the same time as the spell takes effect.

In addition, it can gain extra Effects. The Effects of higher effectiveness scores include those of lower ones. The GM can decide on any more specific details for the situation.

Effectiveness Score	10 to 19	20 to 29	30 or more
Effects	Open a door. If it's locked, it becomes unlocked.	If a physical trap or the like was set on the lock, it will not trigger.	You can undo magically closed locks and traps as well. It may not work with certain spells.

**Chant** *Clavis (key)...nodus (binding)...libero (release)*

**Catalyst** *None*

## Imitation

Words of True Power

Creation Spell (Mind)

Difficulty

15

Create an illusion of treasures to confuse and deceive.

**Effect:** Create illusory treasures (worth about 1,000 gold coins) at **Range:** Touch. Those who find value in the false treasures (at the GM's discretion) must compare check scores (p. 128): their psyche resistance check score against the total spell use check score for Imitation. Those who win this check see the treasures for the illusions they are. However, if they fail, they don't realize the dubiousness of the situation. Instead, they believe the treasures are real and wish to obtain them.

The caster could use this to force someone who wants the treasures to accept their demands. They will accept them to a certain extent, but if the demands are too extreme, they may instead attack the caster in order to steal the treasure. The GM should decide on all the details.

The illusion of treasures disappears after Duration expires or when the caster moves at least 100 meters away.

Effectiveness Score	15 to 19	20 to 29	30 or more
Duration	10 minutes	1 hour	6 hours

**Chant** *Stulti (foolish ones)...falsa (false)...aurum (gold)*

**Catalyst** *None*



Interpreter	Words of True Power	General Spell (Mind)	Difficulty	10
Speak to others in a different language.				
<b>Effect:</b> Allows <b>Target:</b> Caster to understand languages foreign to them for <b>Duration:</b> 10 Minutes, as well as respond in that language. However, they cannot read written language, nor can they write in it.				
Chant	Verba (words)...varietas (variety)...vox (voice)			
Catalyst	None			

Weather Control		Words of True Power	Control Spell (Water, Wind)	Difficulty	15
Temporarily call forth the desired weather.					
<b>Effect:</b> Control the weather within <b>Range:</b> 3km Radius from the caster. The caster cannot make subtle changes to the weather pattern. The GM should decide to what degree they can control the weather using the Effects table below as a guide. The weather produced by the spell's effects will last for <b>Duration:</b> 1 Hour. When the duration expires, the weather returns to normal.					
Effectiveness Score	15 to 19	20 to 29	30 or more		
Effects	Can do things found in nature, such as turn clear weather to fair, make rain fall from large clouds, and calm storms.	Can do clearly unnatural things, like turn fair skies to clouds, cool hot days, and stop heavy rains.	Can do crazy things, such as make snow fall on a hot, humid day; turn storms to fair weather; and call lightning down from clear skies.		
Chant	Caelum (heavens)...ego (self)...offero (offer)				
Catalyst	None				

Escape	Words of True Power	General Spell (Time)	Difficulty	None
Come up with a way to escape from danger.				
<b>Effect:</b> <b>Target:</b> Caster conjures a way for them and their allies to escape currently impending danger. The GM should suggest the appropriate action for the situation. If the GM can't come up with a good way, they may make it so that the players ran for their lives or went through a bunch of trial and error to escape a dangerous situation with everyone suffering 1d6 points of fatigue. This spell doesn't require a spell use check. Instead, it automatically succeeds. However, it can only be used once per day.				
Chant	Ego (self)...optimas (best)...modus (method)			
Catalyst	None			



## Enchant Weapon

Words of True Power

Imbuement Spell (None)

Difficulty

10

Bestow your weapon with magic to increase the precision and power of your attacks.

**Effect:** Imbue **Target:** 1 Object in **Range:** Touch with magic power, adding Modifier Score to its hit modifier and power. This lasts for **Duration:** 1 Hour. Any melee and ranged attacks made with a targeted weapon are treated as magic attacks. However, for ranged weapons, only add the modifier score to the hit modifier, not the power. When targeting an arrow or bolt, you can add the modifier score to both the hit modifier and the power, so long as you use that arrow or bolt in a ranged attack. If the owner of the target object passes a spell resistance check, the spell has no effect.

Effectiveness Score	10 to 19	20 to 29	30 or more
Modifier Score	+1	+2	+3

**Chant** ☐ Arma (weapons)...magna (magic)...offero (offer)

**Catalyst** ☐ Beeswax

## Enchant Fire

Words of True Power

Imbuement Spell (Fire)

Difficulty

10

Cover your weapon with flames to grant additional damage to your attacks.

**Effect:** Wreath **Target:** 1 Object within **Range:** 30 Meters with magical flames. For **Duration:** 6 Rounds, the target releases the same light and heat as a torch (p. 392) (this heat does not affect the target or its owner), and if used on a weapon or an arrow or bolt for a melee or ranged attack, it is treated as a magic attack. In addition, if the attack lands, deal fire damage equal to the weapon's power. This damage is dealt separately from the weapon's original power, so any damage reduction from armor score or block score is also treated separately.

If the caster uses a weapon with Enchant Fire for a binding attack (p. 250) and succeeds, and if the enemy is bound as a result, then from the next round onward for as long as the binding lasts, the enemy takes fire damage equal to the weapon's power.

If the owner of the target object passes a spell resistance check, the spell has no effect.

**Chant** ☐ Arma (weapons)...inflammarae (spark)...offero (offer)

**Catalyst** ☐ None



Counterspell	Words of True Power	Imbuement Spell (None)	Difficulty	10
Gain resistance to a spell's effects or nullify them outright.				
<p><b>Effect:</b> This spell can be used in one of two different ways.</p> <p>① <b>Target:</b> All within <b>Area:</b> 20m Radius of the caster gain a +2 bonus to spell resistance checks for <b>Duration:</b> 6 Rounds. An affected target leaving the range and losing the effects does not end the spell. The spell has no effect if resisted.</p> <p>② A character can use Counterspell without spending a main action in order to hinder a spell that a <b>Target:</b> 1 within <b>Range:</b> 30m is attempting to use. However, the basic score for Counterspell's spell use check uses intelligence reflex, and the caster takes a -2 penalty to the final check score. Afterward, compare the check scores (p. 128) of the Counterspell user's spell use check and the target's spell use check. The caster of Counterspell is the active side. If the active side wins, cancel the effects of the spell that the target was trying to use.</p>				
Chant	Magna (magic)...remora (obstacle)...restringitur (extinguish)			
Catalyst	None			

Charisma	Words of True Power	Control Spell (Mind)	Difficulty	10
Charm someone to make them think you're a friend.				
<b>Effect:</b> <b>Target:</b> 1 Creature within <b>Range:</b> 60m is instilled with feelings toward the caster based on Friendliness for Duration.				
If the target passes a spell resistance check, this spell has no effect. If the caster and target are currently in combat against each other, the target automatically passes spell resistance checks against this spell.				
Effectiveness Score	10 to 19	20 to 29	30 or more	
Friendliness	The target sees the caster as a friend. They will stop doubting the caster's actions without reason and will accommodate the caster as long as doing so doesn't clearly go against their own interests or beliefs.	The target sees the caster as a close friend or employer. They will attempt to obey the caster so long as doing so clearly doesn't endanger the r life or put them at some kind of disadvantage.	The target sees the caster as a lover or family member and will treat them as they would someone precious to them. Depending on their personality, they may prioritize the caster's life over their own.	
Duration	3 minutes	10 minutes	1 hour	
Chant	Ego (self)...vox (voice)...idra (dols)			
Catalyst	None			



## Gambit

Words of True  
PowerImbuement Spell  
(None)

Difficulty

5

Place your magical energy in a small stone and set it to explode on impact.

**Effect:** Fill **Target:** 1 Small Stone in **Range:** Touch with magical energy. The magical energy placed in the stone lasts for **Duration:** 10 Minutes.

The caster can perform a ranged attack if they throw the small stone they filled with magical energy. On impact, whether with an enemy or with the ground if it misses, the stone will explode, performing a magic attack which deals  $3d6 + \text{Sorcerer Level}$  points of bludgeoning damage to **Target:** All within **Area:** Sphere with a Radius based on the effectiveness score. If a target passes a spell resistance check, they reduce the damage they take by half before applying their armor score. In addition, if the target of the ranged attack is a creature, failing a spell resistance check will cause them to be surprised by the noise and bright light. Until the end of the next round, they take a  $-2$  penalty on all checks.

This spell can be used as a free action.

Effectiveness Score	5 to 9	10 to 14	15 to 19	20 to 29	30 or more
Radius	1m	3m	5m	10m	15m

**Chant** *Lumen (light)...offero (offer)...inflammare (spark)*

**Catalyst** None



Quicksand	Words of True Power	Control Spell (Earth)	Difficulty	10
Change the ground into quicksand to stop anyone on it from moving.				
<p><b>Effect:</b> Change the ground in <b>Area:</b> Sphere with a Radius based on the effectiveness score centered anywhere within <b>Range:</b> 30m into magical quicksand 2m deep. The ground inside the area must be dirt or soil, not a floor or large rocks. This quicksand swallows any small animals or items that fall to the ground.</p> <p>When a character enters the quicksand or begins their turn in it, they must make a spell resistance check. If they fail it, that character's legs are trapped; they can no longer move and take a -2 penalty on all fitness checks. This spell resistance check must be made each round for as long as the character is in the quicksand, and the penalty accumulates each time they fail. Penalties taken in this way will last until they exit the quicksand somehow, this spell's effects end, or the effects are reduced using the following method.</p> <p>A character in quicksand can use a main action to exit the quicksand or to aid a character caught in the quicksand. For each time they do this, they reduce the accumulating penalty by 2.</p> <p>In the same way, a character in quicksand can aid another character within reach who is caught in the quicksand.</p> <p>When a character has lost all penalties from the quicksand, they regain the ability to move.</p> <p>This effect lasts for as long as the caster uses spell maintenance. After the effects are lost, any creatures or objects that the quicksand swallowed will slowly be pushed back aboveground.</p>				
Check Score	10 to 19	20 to 29	30 to 39	40 or more
Radius	3m	5m	10m	15m
Chant	Terra (earth)...ubiquitas (everywhere)...restinguitur (extinguish)			
Catalyst	None			

Clumsy	Words of True Power	Control Spell (Life)	Difficulty	10
Cause someone to lose their ability to carry things in their hands.				
<p><b>Effect:</b> <b>Target:</b> 1 within <b>Range:</b> 60m loses the ability to hold objects in their hands, and they drop anything they're already carrying where they are. The target must have hands for this spell to work.</p> <p>If the target passes a spell resistance check, this spell has no effect. If they have an object attached to their hands in some manner, they won't drop it, but since they don't have use of their hands, they can't use it as a weapon.</p> <p>This effect lasts for as long as the caster uses spell maintenance.</p>				
Chant	Arma (weapons)...fugio (flee)...amittimus (loss)			
Catalyst	None			



## Create Goblin

Words of True  
PowerCreation Spell  
(Life)

Difficulty

10

**Create a goblin out of a goblin's tooth and control it.**

**Effect:** Create Quantity goblins (p. 558) within **Area:** Reach of the caster. The intelligence of these created goblins changes to command-based.

The caster, starting on their next turn, can give orders to the goblins they create; thus, the goblins are able to act starting from the next round. However, they can still make dodge checks, resistance checks, and initiative checks before that.

The caster, on their turn, can use a free action to give an order to the goblins they created. This command does not have to be spoken; it can simply be willed. However, the command must be simple, such as *attack that goblin over there* or *attack the enemy who attacked ally A*. They cannot carry out complex commands (the GM should decide what counts as complex). The goblins will attempt to faithfully carry out their orders to the best of their ability. If the caster has learned Leadership (Intermediate) or higher, they can have the goblins act at the same point in the turn order as them; in addition, the caster can have the goblins grant their support effect to the caster or to one specific character the caster indicates.

The created goblins exist for Duration, then vanish. The caster can make their created goblins disappear at any time.

Effectiveness Score	10 to 14	15 to 19	20 to 24	25 to 29	30 or more
Quantity	1	1	2	3	4
Duration	3 rounds	6 rounds	6 rounds	10 minutes	10 minutes

**Chant** *Facio (create)...ministerialis (servant)...goblin (goblin)*

**Catalyst** A goblin's tooth



**Create Giant**Words of True  
PowerCreation Spell  
(Life)

Difficulty

**20****Create a giant out of a troll's tooth and control it.**

**Effect:** Create 1 monster with Type: Giant and a level no greater than Max Level within **Area:** Reach of the caster. The intelligence of this created giant changes to command-based.

The caster, starting on their next turn, can give orders to the giant they create; thus, the giant is able to act starting from the next round. However, it can still make dodge checks, resistance checks, and initiative checks before that.

The caster, on their turn, can use a free action to give an order to the giant they created. This command does not have to be spoken; it can simply be willed. However, the command must be simple, such as *attack that goblin over there* or *attack the enemy who used Firebolt to attack ally A*. It cannot carry out complex commands (the GM should decide what counts as complex). The giant will attempt to faithfully carry out their orders to the best of its ability. If the caster has learned Leadership (Intermediate) or higher, they can have the giant act at the same point in the turn order as them; in addition, the caster can have the giant grant its support effect to the caster or to one specific character the caster indicates.

The created giant exists for Duration, then vanishes. The caster can make their created giant disappear at any time.

Effectiveness Score	20 to 24	25 to 29	30 to 39	40 or more
Max Level	5	6	7	9
Duration	2 rounds	3 rounds	6 rounds	6 rounds

**Chant** ☐ *Facio (create)...auxilia (reinforcement)...gigas (giant)*

**Catalyst** A troll's tooth

**Create Potion**Words of True  
PowerCreation Spell  
(Life)

Difficulty

**10****Make recovery potions.**

**Effect:** Over 10 minutes, create either a healing potion (p. 399), a stamina potion (p. 400), or an antidote (p. 400). Making a potion requires its ingredients, such as medicinal herbs, as well as a jar to hold it. The cost of these materials is 2d3 silver coins, because the price of materials fluctuates.

The caster cannot create potions in combat. Even outside combat, after they've passed a spell use check, they must also pass 1 spell maintenance check. Because they make this spell maintenance check while mixing the medicinal herbs and other ingredients, they take a -4 penalty to this check.

The potion they create expires after 3 days. Individuals are not permitted to sell expired potions. This is to prevent the market from being flooded with fake and poor-quality goods. If a character trades in expired potions and is found out, they will face punishment. The Adventurers Guild's evaluation of them will also naturally plummet.

**Chant** ☐ *Facio (create)...aqua (water)...sano (healing)*

**Catalyst** None



## Control Animal

Words of True Power

Control Spell (Mind)

Difficulty

10

Control animals with low intelligence.

**Effect:** Make **Target:** 1 Creature with instinctive or lower intelligence within **Range:** 60m perform a desired action. If the target passes a spell resistance check, this spell has no effect. If there is no data for the target, the GM should decide on its abilities. (As a rule of thumb, creatures like dogs or owls can be controlled, but more intelligent ones, like goblins and dolphins, cannot.)

This effect lasts for as long as the caster uses spell maintenance.

**Chant** *Bestia (beast)...concilio (connection)...ministerialis (servant)*

**Catalyst** None

## Confuse

Words of True Power

Control Spell (Mind)

Difficulty

10

Confuse opponents and lure them into fighting one another.

**Effect:** Confuses the minds of **Target:** All within **Area:** Sphere with a Radius based on the effectiveness score centered on a point within **Range:** 30m.

The targets will begin to take utterly incoherent action, and if they're in combat, they can't choose the actions and targets they want. The targets must randomly act and randomly pick targets from available choices. None of their actions should directly threaten their own lives. The GM should determine the details. Because the targets can't tell friend from foe, anytime they perform an action that requires a target, such as a melee or ranged attack or using a spell, they must choose the target at random from all allies and enemies in the area that can be targeted.

This effect lasts for as long as the caster uses spell maintenance. Even if a target leaves the spell's range, they will still be under the spell's effects for as long as spell maintenance is active.

If a target passes a spell resistance check, this spell has no effect on them.

Effectiveness Score	10 to 14	15 to 19	20 to 24	25 to 29	30 or more
Radius	3m	5m	10m	15m	20m

**Chant** *Subito (suddenly)...tristis (sorrow)...stulti (foolish ones)*

**Catalyst** None



Stone Wall		Words of True Power	Creation Spell (Life)	Difficulty	15
Create a wall made of stone.					
<p><b>Effect:</b> Creates a flat stone wall within <b>Area:</b> 20m from the caster. It is at most 5m tall, 10m wide, and 50cm thick. This wall cannot be created in such a way that it overlaps with other objects, obstacles, or characters.</p> <p>Because the wall is opaque and solid, characters cannot move through it, attack through it, or use a spell targeting someone hidden on the other side of it.</p> <p>The wall has a life force of Durability, determined by the effectiveness score, and an armor score of 10. If targeted by a melee or ranged attack, as long as the hit check isn't a critical failure, that attack connects. If it takes damage from such an attack or magic attack, it accumulates a wound count, and when its wound count is equal to or higher than its Durability (determined by the effectiveness score), it is destroyed.</p> <p>This wall lasts for Duration, after which it turns into earth, crumbles, and disappears.</p>					
Effectiveness Score	15 to 19	20 to 24	25 to 29	30 or more	
Durability	50	50	100	200	
Duration	3 rounds	6 rounds	6 rounds	10 minutes	
Chant	Lapis (stone).. facio (create)...moenium (fortifications)				
Catalyst	None				

Strength Boost		Words of True Power	Imbuement Spell (Life)	Difficulty	10
Strengthen your physical abilities.					
<p><b>Effect:</b> Adds Modifier Score to the strength of <b>Target:</b> Caster. Their life force also rises as a result.</p> <p>This effect lasts for <b>Duration:</b> 10 Minutes.</p>					
Effectiveness Score	10 to 19	20 to 29	30 or more		
Modifier Score	+2	+4	+6		
Chant	Semel (momentary)...potentia (muscle strength)...offero (offer)				
Catalyst	None				



## Spiderweb

Words of True  
PowerCreation Spell  
(Matter)

Difficulty

10

Spread a spiderweb to hamper actions and movement.

**Effect:** Scatter a sticky web in the shape of a spider's web into **Area:** Sphere with a Radius based on the effectiveness score centered on a point within **Range:** 60m. If the space contains obstacles providing end points and supports for the web, it adheres to them. However, if it's an open area, the web lies flat on the ground. Afterward, the web remains in that place for Duration.

Any characters on the web when it appears, and any who enter the web, are bound and become unable to move or make any melee attacks. They also take a -2 penalty on all fitness checks, manipulation checks, movement checks, and any other checks that involve moving their body around.

A character can escape this binding by performing an escape check (p. 146) and by winning in a score comparison (p. 128) between their escape check's score and that of the spell use check for Spiderweb. In addition, they can also perform an escape check to get another character in reach out of the web.

Because this web is weak to fire, a character can spend a main action to use a flame about as intense as that of a torch to set fire to any part of the web within reach, thus eliminating it. Dealing fire damage to an area, such as with Fireball, will also eliminate the web within that area.

Effectiveness Score	10 to 14	15 to 19	20 to 24	25 to 29	30 or more
Radius	3m	5m	10m	15m	20m
Duration	3 rounds	3 rounds	6 rounds	6 rounds	10 minutes

**Chant** ☐ Aranea (spider)...facio (create)...ligator (irrigate)

**Catalyst** Animal glue, a spider's web, etc.

## Sleep

Words of True  
PowerControl Spell  
(Mind)

Difficulty

10

Use a sleep-inducing mist to put creatures to sleep.

**Effect:** Produce a magic fog in **Area:** Sphere with a Radius based on the effectiveness score centered on a point within **Range:** 60m. **Target:** All inside that area fall asleep. (Characters who fall asleep fall prone.) Any targets who pass a spell resistance check do not fall asleep. If the target is excited for whatever reason, such as being in the middle of combat, that target gains a +2 bonus to its spell resistance check. If the target is already drowsy or dozing off, they take a -2 penalty to their spell resistance check.

Sleeping characters cannot move or perform main or free actions, and they cannot perform any checks other than resistance checks. If a sleeping character takes damage or receives significant stimulation to nonvision senses, they will immediately wake up.

This effect lasts for as long as the caster uses spell maintenance.

Effectiveness Score	10 to 14	15 to 19	20 to 24	25 to 29	30 or more
Radius	5m	10m	15m	20m	30m

**Chant** ☐ Somnus (sleep)...nebula (mist)...oriens (arise)

**Catalyst** None



Slow	Words of True Power	Control Spell (Life)	Difficulty	15		
Slow an enemy's movements, in some cases stopping them altogether.						
<p><b>Effect:</b> <b>Target:</b> All within <b>Area:</b> Sphere with <b>Radius:</b> 30m from the caster lose half their movement speed. They also suffer Penalty to all checks made. If a character's initiative goes below 0 as a result of this effect, they are completely stopped, and for that round, they cannot make any sort of movement or action at all. If a character is flying, they lose their flight ability and fall. If no particular altitude has been defined, assume they fall 3 meters.</p> <p>This effect lasts for as long as the caster uses spell maintenance.</p> <p>If the target passes a resistance check, this spell has no effect.</p>						
Effectiveness Score	15 to 19	20 to 24	25 to 29	30 to 39	40 to 49	50 or more
Penalty	-2	-3	-4	-5	-6	-7
Chant	Hora (time)...semel (momentary)...silento (delay)					
Catalyst	None					

Slow Fall		Words of True Power	General Spell (Space)	Difficulty	10
Slow an object's speed of descent and prevent falling damage.					
<p><b>Effect:</b> Reduce the speed of <b>Target:</b> All within <b>Area:</b> Sphere with a radius of 10m centered on a point within <b>Range:</b> 30m. Any affected will not take fall damage. This spell cannot be used to speed up descent.</p> <p>This effect lasts for as long as the caster uses spell maintenance. When using Slow Fall, the caster may also have the spell's effects automatically end for a target when they land on the ground and are no longer falling.</p> <p>If a target passes a spell resistance check, this spell has no effect on them. The effects will still apply to an affected target, even if they move out of the area after the spell has resolved, so long as the spell is maintained.</p> <p>This spell can be used as a free action. Using this spell abruptly to help targets who are falling requires intelligence reflex as the spell use check's basic score, and the caster takes a -2 penalty to the check's final score.</p>					
Chant	Terra (earth)...semel (momentary)...levis (lightness)				
Catalyst	None				



## Self Vision

Words of True Power

Creation Spell (Light)

Difficulty

15

Create five phantoms of yourself and make them your substitutes.

**Effect:** Produce up to 5 phantom duplicates of the caster within **Range:** Reach of the caster. Any enemy action that targets the caster alone, such as a melee attack, ranged attack, or a spell with **Target:** 1, must randomly choose from between the phantoms and the actual caster. Attacks and spells that affect an area large enough to hit some or all of the phantoms and the caster do so normally.

Phantoms that take an attack or are affected by a spell disappear immediately.

This effect lasts for **Duration:** 6 Rounds.

**Chant** *Falsa (lies)...umbra (shadow)...ubiquitas (everywhere)*

**Catalyst** None

## Sense Risk

Words of True Power

General Spell (Mind)

Difficulty

5

Sense when danger is approaching.

**Effect:** For Duration, if a danger such as a trap or an ambush approaches **Target:** Caster, they will immediately know there is imminent danger and what that danger entails.

Effectiveness Score	5 to 14	15 to 29	30 or more
Duration	6 rounds	10 minutes	1 hour

**Chant** *Fugio (flee)...mors (death)...ante (before)*

**Catalyst** None

## Dance

Words of True Power

Control Spell (Mind)

Difficulty

5

Force someone to dance for as long as you sing or play an instrument, like a flute.

**Effect:** **Target:** 1 Creature dances and continues to do so while they hear the caster playing an instrument or singing. The target must be a creature with individual intelligence.

When using this spell, the caster must be simultaneously playing an instrument or singing. Perform: Play and Perform: Sing can be applied to the spell use check. However, because of the difficulty of casting a spell while playing an instrument or singing, the caster takes a -4 penalty on the spell use check.

If the target fails a spell resistance check, they break out into dance, taking a -2 penalty on all checks except for intelligence checks and resistance checks, and their movement speed is halved.

This effect lasts for as long as the caster uses spell maintenance. During that time, the caster must continue playing their instrument or singing, so they cannot perform any main actions except to maintain this spell's effects.

**Chant** *Musica (music)...concilio (connection)...terpsichore (dance)*

**Catalyst** None



Disgust		Words of True Power	Control Spell (Mind)	Difficulty	10
Sap someone's will to fight.					
<p><b>Effect:</b> <b>Target:</b> 1 within <b>Range:</b> 30m loses the will to fight. They suffer Effects for Duration. Effects granted by higher effectiveness scores stack with those of lower scores. The GM should decide the finer details of the spell based on the situation.</p> <p>If the target passes a spell resistance check, this spell has no effect.</p>					
Effectiveness Score	10 to 14	15 to 19	20 to 29	30 or more	
Effects	Take a -4 penalty to initiative. It can't go below 0.	Also take a 4 penalty on checks for active actions.	The target will also attempt to flee if combat looks unfavorable for them. Until the spell ends, they will try and distance themselves from the battlefield.	Also take a 8 penalty on all checks and initiative.	
Duration	3 rounds	6 rounds	6 rounds	10 minutes	
Chant	Virtus (virtue)...amittimus (loss)...vitium (flaw)				
Catalyst	None				

Deflect Missile		Words of True Power	Imbuement Spell (Wind)	Difficulty	10
Construct a magical barrier to block attacks from arrows.					
<p><b>Effect:</b> Produce a magical force field of <b>Area:</b> Sphere with a radius based on the effectiveness score centered on <b>Target:</b> 1 within <b>Range:</b> 60m. If the target resists this spell, it will not take effect.</p> <p>All arrows and bolts that enter the force field from outside it are blocked and do not enter. <i>Arrows and bolts</i> refers to any physical arrow or bolt fired from a ranged weapon, including stone bullets, arrows, bolts, or darts from a dart gun. This does not include weapons thrown by hand or spells like Firebolt. If it is unclear whether something would be affected by this spell, the GM should make the decision.</p> <p>This force field lasts for Duration.</p>					
Effectiveness Score	10 to 14	15 to 19	20 to 24	25 to 29	30 or more
Radius	5m	10m	15m	20m	30m
Duration	6 rounds	6 rounds	10 minutes	10 minutes	1 hour
Chant	Sagitta (arrow)...sinus (bending)...offero (offer)				
Catalyst	None				



## Transparent

Words of True Power

Imbuement Spell (Light)

Difficulty

10

Become transparent, in some environments becoming completely invisible.

**Effect:** **Target:** Caster becomes transparent and unable to see. Those who attempt a melee or ranged attack against the target take a -6 penalty from poor vision (the same as not being able to see out of either eye) to their hit checks. This spell has no effect on anything that doesn't use or rely on its eyes to sense others.

This effect lasts for as long as the caster uses spell maintenance.

**Chant** *Ego (self)...semel (momentary)...restinguitur (extinguish)*

**Catalyst** None

## Panic

Words of True Power

Control Spell (Mind)

Difficulty

10

Strike fear into all those within a certain distance from you.

**Effect:** Strike fear into **Target:** All Creatures within **Area:** Sphere with a radius of 15m centered on a point within **Range:** 30m. There does not need to be a physical source of the fear.

Effects granted by higher effectiveness scores stack with those of lower ones. The GM should decide the finer details of the spell based on the situation.

The fear lasts for as long as the caster uses spell maintenance.

If the target passes a spell resistance check, this spell has no effect on them. Even if a target leaves the spell's initial area of effect, they will still be under the spell's effects for as long as spell maintenance is active.

Effectiveness Score	10 to 14	15 to 19	20 to 29	30 or more
Effects	The fear causes the target to lose their confidence. They take a -2 penalty on all checks except resistance checks.	The target also takes a -2 penalty on all checks made for active actions. (This is a -4 penalty in total.)	The target also attempts to flee (p. 180) for the duration of the spell.	For the first round they are afflicted by this spell, the target is unable to move or take action, and all their checks, except for resistance checks, automatically fail.
Duration	1 round	3 rounds	6 rounds	6 rounds

**Chant** *Vulgus (the masses)...virtus (courage)...amittimus (loss)*

**Catalyst** None



Beast Mind	Words of True Power	General Spell (Mind)	Difficulty	10
Have simple conversations with animals by reading their minds.				
<b>Effect:</b> Grants <b>Target:</b> Caster telepathic abilities for <b>Duration:</b> 10 Minutes. With this ability, the caster can read the thoughts of <b>Telepathy Target:</b> 1 Creature with instinctive or lower intelligence within a radius of 60m. The creature understands what they say. However, the creature may not be able to understand more complex conversations, and the caster may be unable to parse what information they get from the creature's senses. The details are up to the GM.				
Chant	Bestia (beast)...concilio (connection)...ego (self)			
Catalyst	None			

Vision	Words of True Power	Creation Spell (Light)	Difficulty	5	
Create an illusion of whatever you like.					
<b>Effect:</b> Produce and control an visible and audible illusion within <b>Range:</b> 30m. The illusion size depends on its effectiveness score. The caster decides its appearance Those who see this illusion make a spell resistance check. If they pass, they see it for the illusion it is. If they fail, however, they will believe it's real.					
Effectiveness Score	5 to 9	10 to 19	20 to 29	30 to 39	40 or more
Size	Up to the size of a personal item	Up to the size of a person	Up to a size you could easily fit 5-6 people inside	Up to the size of a large room	Up to the size of a small house
Chant	Falsa (false)...umbra (shadow)...oriens (arise)				
Catalyst	None				



**Big**Words of True  
PowerImbuement Spell  
(Life)

Difficulty

**10****Cause a consensual creature to grow giant for a time.**

**Effect:** Cause **Target:** 1 Creature within **Range:** 30m to become giant. The target must be willing. If the target does not consent, or if they pass a spell resistance check, this spell has no effect.

If the target becomes giant, they gain the following effects:

- Their body, equipment, and possessions all become giant as well, and the target is given the muscle strength to wield them.
- The target gains a +2 bonus to strength and takes a -2 penalty to technique. Technique cannot go below 0 as a result of this effect.
- Physical Modifier is applied to the target's height, weight, and movement speed.
- Power/Armor Score Modifier is added to the target's power and armor score.
- The target's reach changes according to Expanded Reach.

These effects last for Duration.

Effectiveness Score	10 to 14	15 to 19	20 to 29	30 to 39	40 or more
Physical Modifier (Height, Weight, Movement Speed)	1.5×	2×	3×	5×	10×
Power/Armor Score Modifier	+2	+3	+5	+7	+10
Expanded Reach	No change	No change	10m	15m	20m
Duration	3 rounds	3 rounds	6 rounds	6 rounds	10 minutes

**Chant** ☐ *Semel (momentary)...crescunt (growth)...offero (offer)*

**Catalyst** ☐ *None*

**Fireball**Words of True  
Power

Attack Spell (Fire)

Difficulty

**10****Attack with a ball of fire that spreads into your surroundings.**

**Effect:** Cause a ball of fire to explode within **Range:** 60m, causing a magic attack that deals Power points of fire damage to **Target:** All within the **Area:** Sphere with a Radius determined by the effectiveness score. In addition, a target at the center of the explosion takes +1d6 more damage. If the target passes a spell resistance check, the damage they receive is halved before reducing it with armor score.

Effectiveness Score	10 to 14	15 to 19	20 to 24	25 to 29	30 or more
Radius	2m	3m	5m	10m	10m
Power	2d6 + Sorcerer Level	3d6 + Sorcerer Level	4d6 + Sorcerer Level	5d6 + Sorcerer Level	7d6 + Sorcerer Level

**Chant** ☐ *Carbunculus (firestone)...crescunt (growth)...iacta (launch)*

**Catalyst** ☐ *None*



Firebolt		Words of True Power	Attack Spell (Fire)		Difficulty		5
Fire an arrow of flame.							
<b>Effect:</b> Launch an arrow of flame at <b>Target:</b> 1 within <b>Range:</b> 100m, performing a magic attack that deals Power points of fire damage. If the target passes a spell resistance check, the damage is halved before reducing it with armor score.							
Effectiveness Score	5 to 9	10 to 14	15 to 19	20 to 24	25 to 29	30 or more	
Power	3d6 + Sorcerer Level	4d6 + Sorcerer Level	5d6 + Sorcerer Level	6d6 + Sorcerer Level	8d6 + Sorcerer Level	10d6 + Sorcerer Level	
Chant	Sagitta (arrow)...inflammarae (spark)...raedius (shoot)						
Catalyst	None						

Foresight		Words of True Power	General Spell (Time)	Difficulty	20
See the near future and gain information about questions or approaching danger.					
<b>Effect:</b> <b>Target:</b> Caster peers into the future. When using this spell, the caster glimpses an image showing the answer to <b>Target:</b> 1 Question, and they know when it will come to pass. However, that scene must be something the caster will personally witness within 1 week. The vision produces no sound. The GM should describe the scene the caster witnesses.					
If the caster uses this spell without preparing a question, they foresee the greatest danger that will befall them within the week. In certain cases, they may see multiple futures.					
Sometimes, the future seen through this spell will not come to pass. Frequently, actions or coincidences will lead to a different outcome entirely.					
This spell requires 6 rounds to use, but when not in combat, the GM may allow it to be immediately cast with a spell use check.					
<b>Chant</b>	Varietas (many)...cras (tomorrow)...nodus (binding)				
<b>Catalyst</b>	None				



**Force Field**Words of True  
PowerCreation Spell  
(Space)

Difficulty

**15****Create a force field, the shape of which you can freely change.**

**Effect:** Creates a wall made of force that can change shape according to the caster's wishes. The force field can have a surface area of up to 100 square meters, and it must have a shape that completely encompasses a 30m radius from the caster. (If dome-shaped, this radius is 4m.) The surface of the force field is an invisible wall. This wall cannot be created in such a way that it overlaps with other objects, obstacles, or characters. Slight changes to the wall's shape aren't possible, but opening a hole with a radius of about 0.5m is possible (the GM should decide the details). The caster can change the force field's shape by spending a main action to pass a spell maintenance check.

The invisible wall that is the force field's surface physically separates the outside of the force field from the inside. This wall stops character movement, weapon-based melee and ranged attacks, and magic attacks that launch true entities such as Fireball or Magic Missile. If one of these attacks strikes or otherwise targets the wall, the wall will disappear if it takes damage that equals the Durability determined by the effectiveness score. If that happens, the force field disappears.

The force field remains stable for as long as the caster uses spell maintenance.

Effectiveness Score	15 to 19	20 to 24	25 to 29	30 to 39	40 to 49	50 or more
Durability	15	20	25	30	40	50

**Chant** *Magna (magic)...nodus (binding)...facio (create)*

**Catalyst** None



Blast Wind		Words of True Power	Attack Spell (Wind)	Difficulty	5
Use wind to move objects and deal damage.					
<p><b>Effect:</b> The caster indicates a starting point and an ending point within a 60m radius of them, then a gust of wind surges in a straight line from the starting point to the ending point. If there is an obstacle between the two points, the wind will blow around it as much as possible, but it cannot affect things beyond its designated path of travel.</p> <p><b>Target:</b> All caught between the starting and ending points suffer the spell's effects. The effects from higher effectiveness scores stack with those from lower ones. The GM should determine the finer details of this spell based on the situation.</p>					
Effective-ness Score	5 to 14	15 to 19	20 to 24	25 to 29	30 or more
Effects	Anything light without a mind to resist, not fixed to something, or otherwise susceptible to wind blows to the ending point.	Perform a magic attack that deals 2d6 + Sorcerer Level points of wind damage. If a target passes a spell resistance check, the damage is halved before reducing it with armor score.	If a target fails the spell resistance check, they are knocked prone and are moved 5m along the wind's path.	The magic attack's power becomes 4d6 + Sorcerer Level.	Person-sized objects are blown to the end point. This doesn't happen if the object passes its spell resistance check.
Chant	Ventus (wind)...crescunt (growth)...oriens (arise)				
Catalyst	None				



**Breathe**Words of True  
PowerImbuement Spell  
(Water, Wind)

Difficulty

**10****Maintain your breath and gain resistance to all negative effects from water.****Effect:** For a Duration determined by the effectiveness score, **Target:** 1 within **Range:** 30m can breathe underwater as if they were on land.

Because air is provided to the target's surroundings, they can speak, but their voice will not reach anyone outside reach.

In addition, the target will not take water-attribute damage or effects, and they gain a +4 bonus to resistance checks against any negative effects to all things water-related, such as fatigue from rain or snow.

If the target passes a spell resistance check, this spell has no effect.

Effectiveness Score	10 to 19	20 to 29	30 or more
Duration	6 rounds	10 minutes	1 hour

**Chant** *Aqua (water) anti (priority)...aura (breeze)***Catalyst** *None***Blizzard**Words of True  
PowerAttack Spell  
(Water, Wind)

Difficulty

**20****Create a blizzard in a cone in front of you.****Effect:** Perform a magic attack dealing an amount of water and wind damage determined by the effectiveness score to **Target:** All within **Area:** Cone up to 20m long. At its widest, it is 10m, and the caster is the point of origin. At this time, any targets who fail a spell resistance check take a Penalty determined by the effectiveness score to all checks except resistance checks for 3 rounds.

If the target passes a spell resistance check, the damage is halved before reducing it with armor score, and they don't take the penalty.

Effectiveness Score	20 to 24	25 to 29	30 to 34	35 to 39	40 or more
Power	3d6 + 2 + Sorcerer Level	3d6 + 4 + Sorcerer Level	3d6 + 6 + Sorcerer Level	4d6 + 6 + Sorcerer Level	5d6 + 6 + Sorcerer Level
Penalty	-2	-2	-3	-3	-4

**Chant** *Glacies (ice)...tempestus (storm)...oriens (arise)***Catalyst** *None*



Float		Words of True Power	General Spell (Wind)	Difficulty	10
Float in the air freely while focused.					
<b>Effect:</b> <b>Target:</b> Caster becomes light enough to float on the wind, and they can freely move through the air at a Movement Speed determined by the effectiveness score. This effect lasts for as long as the caster uses spell maintenance.					
Effectiveness Score	10 to 19	20 to 29	30 to 39	40 or more	
Movement Speed	5m	10m	30m	50m	
Chant	Ventus (wind)...semel (momentary)...concilio (connection)				
Catalyst	None				

Haste		Words of True Power	Imbuement Spell (Life, Mind)	Difficulty	15	
Raise your agility and the speed of your thoughts.						
<p><b>Effect:</b> Doubles the movement speed of <b>Target:</b> 1 within <b>Range:</b> 30m and grants them a Modifier Score bonus to the final score on all checks, including initiative checks. In addition, starting from the following round, if their initiative is 13 or more as a result of this effect, they can take another turn that round, with that additional turn having an initiative of 12 less.</p> <p>This effect lasts for as long as the caster uses spell maintenance.</p> <p>If the target passes a spell resistance check, this spell has no effect.</p>						
Effectiveness Score	15 to 19	20 to 24	25 to 29	30 to 39	40 to 49	50 or more
Modifier Score	+1	+2	+3	+4	+5	+6
Chant	Semel (momentary)...kito (quickness)...offero (offer)					
Catalyst	None					



## Mind Reading

Words of True Power

General Spell (Mind)

Difficulty

10

Read someone's thoughts.

**Effect:** Read the thoughts of **Target:** 1 within **Range:** 30m. What level of thoughts the caster can read depends on the effectiveness score.

If the target passes a spell resistance check, this spell has no effect. If the target is sentient or is a kind of existence completely different from the caster, the target gains a +4 bonus on their spell resistance check against this spell.

Effectiveness Score	10 to 19	20 to 29	30 or more
Effects	The caster can read the target's thoughts and feelings from the instant the spell is cast.	After reading the target's thoughts and feelings, the caster can ask 1 question and know the answer the target thinks in response.	The caster can record the target's thoughts or memories at the time the spell was cast. If desired, they can read any part of the target's memories for <b>Duration:</b> 10 minutes and simulate responses to specific situations.

**Chant** ☐ *Alienum (other person)...affectus (feelings)...accipio (accept)*

**Catalyst** ☐ *None*

## Magic Missile

Words of True Power

Attack Spell (Space)

Difficulty

10

Fire an arrow made of energy that will always deal damage.

**Effect:** Produce a Quantity of energy arrows determined by the effectiveness score, then launch them. For each, perform a magic attack against **Target:** 1 within **Range:** 60m that deals 1d6+1 points of damage. This magic attack cannot be resisted or dodged. It also cannot be reduced by armor score. If the caster produces multiple arrows, they can freely decide how many to shoot at which targets. However, they can only calculate damage after deciding on all the targets.

Effectiveness Score	10 to 14	15 to 19	20 to 29	30 or more
Quantity	1	2	3	4

**Chant** ☐ *Sagitta (arrow)...quæta (certainty)...raedius (shoot)*

**Catalyst** ☐ *None*



Magic Fog		Words of True Power	Creation Spell (Water)	Difficulty	10
Create a fog to obscure vision. Outdoors, it disperses immediately.					
<p><b>Effect:</b> Fill <b>Area:</b> 100m Radius, 5m Height around the caster with a thick fog. This fog blocks vision outside of reach.</p> <p>Spell use checks and spell maintenance checks for this spell gain a +4 bonus in areas where fog is likely to form, and a -4 penalty if the wind is strong.</p> <p>This effect lasts for as long as the caster uses spell maintenance.</p> <p>The GM may apply unique bonuses and penalties to spell use checks and spell maintenance checks for this spell based on the surrounding environment and situation.</p>					
Chant	Magna (magic)...nebula (mist)...oriens (arise)				
Catalyst	None				

Mage Shield		Words of True Power	Imbuement Spell (None)	Difficulty	10
Grant a shield or other plate-shaped object magical properties.					
<p><b>Effect:</b> The caster can treat <b>Target:</b> Plate-Shaped Object (applies to books, paper bills, etc. as well) that they own as a magical shield for <b>Duration:</b> 10 Minutes. The target must be something without a will of its own and must be in the caster's inventory or money.</p> <p>If the target is a shield, add a Modifier Score determined by its effectiveness score to the shield's block modifier and block score.</p> <p>If the object is not a shield, treat it as having the same data as a buckler. This shield attaches to the back of the caster's hand or to their arm, so they don't need to hold it and can still do things like dual wield. However, if they have another shield, they can only use 1 of them for block checks.</p> <p>The target gains <i>Effects: Treat this shield as proper equipment for a sorcerer. Additionally, you can add your sorcerer level to block checks using this shield.</i></p>					
Effectiveness Score		10 to 19	20 to 29	30 or more	
Modifier Score		+2	+3	+4	
Chant	Magna (magic)...facio (create)...scutum (shield)				
Catalyst	None				



## Light

Words of True Power

General Spell (Light)

Difficulty

5

Cause an object to glow or create and control an orb of light.

**Effect:** Cause **Target:** 1 Object within **Range:** Touch to glow. Alternatively, produce a floating orb of light at a point within **Range:** Touch.

In both cases, the caster decides the intensity of the light before casting the spell. At most, this spell can only illuminate **Area:** Radius 30m.

When producing an orb of light, the caster takes a -5 penalty on their spell use check. An orb of light created in this way can move up to 20m per round, but it has no physical effect on anything, and it won't receive any damage even if it touches something harmful.

The light lasts for a Duration determined by the effectiveness score.

Effectiveness Score	5 to 14	15 to 29	30 or more
Duration	1 hour	6 hours	1 day

**Chant** ☐ *Lumen (light)...oriens (arise)...secutor (follower)*

**Catalyst** None

## Lightning

Words of True Power

Attack Spell (Wind)

Difficulty

15

Fire lightning bolts in a line.

**Effect:** Fires a bolt of lightning in a line from the caster, performing a magic attack against **Target:** All in **Area:** Straight of up to 100m that deals an amount of wind damage determined by the effectiveness score. If the target passes a spell resistance check, the damage is halved before reducing it with armor score.

Effectiveness Score	15 to 19	20 to 24	25 to 29	30 to 34	35 to 39	40 or more
Power	2d6 + 4 + Sorcerer Level	3d6 + 2 + Sorcerer Level	3d6 + 4 + Sorcerer Level	4d6 + 4 + Sorcerer Level	5d6 + 4 + Sorcerer Level	6d6 + 6 + Sorcerer Level

**Chant** ☐ *Tonitrus (thunder)...oriens (arise)...iacta (launch)*

**Catalyst** None



Lock	Words of True Power	General Spell (Matter)	Difficulty	5	
Use magical powers to lock any sort of lock or door.					
<b>Effect:</b> <b>Target:</b> One Door, Lid, or Any Other Object Falling into That Category within <b>Range:</b> 30m becomes unopenable. Additionally, it takes ten times the amount of time to destroy it. (The GM should make decisions regarding means of destruction.) This spell's effects last for a Duration determined by the effectiveness score, but if there was already a locking mechanism or something like it, then even after the effect lapses, it remains locked.					
Effectiveness Score	5 to 14	15 to 19	20 to 29	30 to 39	40 or more
Duration	3 rounds	6 rounds	10 minutes	3 hours	12 hours
Chant	Clavis (key)...caliburnus (steel)...nodus (binding)				
Catalyst	None				

### ❖ Miracles ❖

Cure	Miracle	Healing Spell (Life)	Difficulty	10
Removes poison or illness.				
<b>Effect:</b> Removes poison or illness from <b>Target:</b> 1 Creature within <b>Range:</b> Touch. If the target has several maladies, the caster chooses just one to remove.				
Chant	Valkyrie: Grant us a healthy body Earth Mother: O Earth Mother, abounding in mercy, please cleanse this disease from this child's blood Supreme God: O scale sovereign, grant your hands to interpret the illness plaguing this child Trade God: O my god the roaming wind, carry illness far, far away on the wind God of Knowledge: O Guardian of the Candle, grant our hands a ray of your light that we may unravel illness			
Catalyst	None			



**Silence**

Miracle

Control Spell  
(Wind)

Difficulty

**10****Creates an area within which no sound is produced.**

**Effect:** Creates an **Area:** Sphere with a Radius determined by the effectiveness score. The center point is **Target:** 1 within **Range:** 30m. Inside the sphere, no sound, including voices, can be produced. Those inside can still hear sounds produced outside.

Any spells that require an incantation are unusable inside the area.

This effect lasts for as long as the caster uses spell maintenance.

Effectiveness Score	10 to 19	20 to 29	30 or more
Radius	10m	15m	20m

**Chant**

Valkyrie: *Grant us silence*

Earth Mother: *O Earth Mother, abounding in mercy, grant us peace to accept all things*

Supreme God: *Let there be thy light of silence*

Trade God: *My god the roaming wind, let all we say on the road stay secret among us*

God of Knowledge: *O Guardian of the Candle, show us that our wisdom is deep and hidden*

**Catalyst**

None

**Sanctuary**

Miracle

Imbuement Spell  
(Space)

Difficulty

**15****Use holy water or the like to create a barrier preventing the impure from entering.**

**Effect:** Over the course of ten minutes, this spell forms a barrier in **Area:** 30m Radius that is surrounded by holy water or holy branches (or their ashes). This barrier protects **Target:** All within that area for **Duration:** 12 Hours.

Any hostile against those inside the barrier must make a spell resistance check. Failure on one means they cannot cross the barrier until it is dispelled. Hostile entities take a -2 penalty on this spell resistance check, while undead enemies take a -4 penalty instead.

If a hostile entity gets inside the barrier, the targets within are immediately aware of the intrusion, and they have a general impression of where the intruder is. If one or more targets are in a natural state of sleep, they immediately wake up. However, if they are asleep due to some sort of special effect, like one from a spell, or are unconscious, they do not wake up. The targets will also wake up if the barrier is somehow destroyed, or if efforts to destroy it are made.

In order to create the barrier, the caster must pass a spell use check, then pass one spell maintenance check on top of it.

**Chant**

Valkyrie: *Grant us an encampment*

Earth Mother: *O Earth Mother, abounding in mercy, please, by your revered hand, cleanse this land*

Supreme God: *O my god the lord of judgment, grant the protection of thy law to this domain*

Trade God: *O my god of the roaming wind, lend us a night's peaceful rest amid our travels*

God of Knowledge: *O Guardian of the Candle, protect our light with your candlelight on all sides*

**Catalyst**

Holy water, sacred branches or the ashes of them, etc.



Sense Enemy		Miracle	Imbuement Spell (Mind)	Difficulty	10
Sense when those bearing hostility or malice are approaching.					
<p><b>Effect: Target:</b> Caster will detect when any hostile entity is within <b>Area:</b> 30m Radius. When such a thing occurs, the target will know the rough location of the hostile entity. If a hostile entity is within <b>Area:</b> 10m Radius of the target, the target will also know who the hostile entity is.</p> <p>If the target is asleep when they detect a hostile entity, they immediately wake up. However, if they are asleep due to some sort of special effect, like one from a spell, or are unconscious, they do not wake up.</p> <p>This effect lasts for as long as the caster uses spell maintenance.</p>					
Chant	Valkyrie: <i>Grant us the heads of our enemies</i>				
	Earth Mother: <i>O Earth Mother, abounding in mercy, teach us the root of evil that we, the weak, may be protected</i>				
	Supreme God: <i>O sword-prince, lord of judgment, teach us where those are who would do us harm</i>				
	Trade God: <i>O my god of the roaming wind, may your winds become a staff that we not fall on our journey</i>				
	God of Knowledge: <i>O Guardian of the Candle, illuminate for us our enemy with your candlelight</i>				
Catalyst	None				

Sense Lie		Miracle	Imbuement Spell (Mind)	Difficulty	10
Gain the ability to identify lies.					
<p><b>Effect: Target:</b> Caster can discern words to be true or false. The target may still be fooled if the words are an unintentional mistake, an inattentive explanation, a roundabout excuse that causes misunderstanding, or attempts to change the topic.</p> <p>This effect lasts for Duration.</p>					
Effectiveness Score		10 to 19	20 to 29	30 or more	
Duration		6 rounds	10 minutes	1 hour	
Chant	Valkyrie: <i>Grant us truth</i>				
	Earth Mother: <i>O Earth Mother, abounding in mercy, show our lost hearts which words are right and true</i>				
	Supreme God: <i>O scale-sovereign, forgive us our inability to discern truth and show us proof of falsehoods</i>				
	Trade God: <i>O my god of the roaming wind, though truth and fiction be the way of the world, carry away the winds of deception</i>				
	God of Knowledge: <i>O Guardian of the Candle, grant our eyes a ray of light to tell truth from lie</i>				
Catalyst	None				



**Dispel**

Miracle

Healing Spell (Life,  
Mind, Matter, Space)

Difficulty

**10****Destroy curses, spell effects, and things created by spells.**

**Effect:** Removes one spell or spell effect on **Target:** 1 within **Range:** 30m. Alternatively, destroys **Target:** 1 Undead, which itself is a cursed existence.

If the target passes a spell resistance check, this spell has no effect.

This spell can also target something created by a spell (such as the goolins from Create Goblin, or the walls from Protection or Spirit Wall). In such cases, the caster takes a -4 penalty to the Dispel spell use check. In addition, they compare check scores (p. 128) as the passive side against the total score of the spell use check made to create that thing. If the caster of Dispel wins, the target is eliminated and vanishes. These effects ignore all resistances (including the special ability Complete Immunity (Poison, Illness, Mind) and the effects of Dragon's Proof).

**Chant**Valkyrie: *Grant us a burial*Earth Mother: *O Earth Mother, abounding in mercy, please, by your revered hand, guide the soul of one who has left this world*Supreme God: *Sword-prince, please use thy blade to sever the curses binding this one*Trade God: *O my god of the wind that comes and goes, send home these souls*God of Knowledge: *O Guardian of the Candle, grant us your light to expose curses***Catalyst**

None

**Transfer Mental Power**

Miracle

Healing Spell  
(Mind)

Difficulty

**10****Take on adverse mental effects from another and resist them anew.**

**Effect:** 1 adverse mental effect on **Target:** 1 Creature within **Range:** Touch moves to the caster with its effects and duration carried over as they presently are. If the target is suffering from multiple effects, the caster chooses whichever one they like.

When the transfer occurs, the caster performs a resistance check using whatever method the effect dictates. For example, if the caster transferred a spell effect, they would perform a spell resistance check as though that spell had just been used on them.

The results of passing this resistance check also depend on whatever the effect dictates.

If the target passes a spell resistance check, this spell has no effect.

**Chant**Valkyrie: *Grant us presence of mind*Earth Mother: *O Earth Mother, abounding in mercy, please touch this child's mind with your revered hand*Supreme God: *Lord of Judgment, return this one's true words to them*Trade God: *O my god of the roaming wind, carry our hearts there and their hearts here*God of Knowledge: *O Guardian of the Candle, grant our hearts peace as when we open a book to read***Catalyst**

None



Vitality		Miracle	Healing Spell (Life)	Difficulty	10
Bestow vitality to slightly recover fatigue.					
<b>Effect:</b> <b>Target:</b> 1 Creature within <b>Range:</b> Touch recovers an amount of fatigue points determined by the effectiveness score. If the target passes a spell resistance check, this spell has no effect.					
Effectiveness Score	10 to 19	20 to 29	30 or more		
Recovery Amount	1d3	1d3+1	1d3+2		
Chant	Valkyrie: Grant our legs vitality				
	Earth Mother: O Earth Mother, abounding in mercy, enfold our weakened legs with your revered hands				
	Supreme God: Lord of Judgment, please bestow some of thy power, for we cannot fulfill our calling by will alone				
	Trade God: O my god of the roaming wind, I beg you for a tailwind that we may walk to the next inn				
	God of Knowledge: O Guardian of the Candle, bestow warmth upon us with your candlelight				
Catalyst	None				

Minor Heal		Miracle	Healing Spell (Life)	Difficulty	5	
Mend wounds using sacred power.						
<b>Effect:</b> <b>Target:</b> 1 Creature within <b>Range:</b> 30m heals a number of wounds determined by the effectiveness score. In addition, remove effects from bone fractures. If the target is undead, perform a magic attack instead of healing wounds. This damage cannot be reduced by armor score. This spell may also be used with <b>Range:</b> Touch. In such cases, gain a +5 bonus to its effectiveness score. If the target passes a spell resistance check, this spell has no effect.						
Effectiveness Score	5 to 9	10 to 14	15 to 19	20 to 24	25 to 29	30 or more
Recovery Amount	2d6 + Priest Level	3d6 + Priest Level	3d6 + 5 + Priest Level	4d6 + 5 + Priest Level	4d6 + 10 + Priest Level	5d6 + 15 + Priest Level
Chant	Valkyrie: Grant us healing					
	Earth Mother: O Earth Mother, abounding in mercy, lay your revered hand upon this child's wounds					
	Supreme God: Scale-sovereign, sword-prince, relieve these wounds that we may continue to fight for justice					
	Trade God: O my god of the roaming wind, carry away the pain of wounds and allow us to resume our journey					
Catalyst	God of Knowledge: O Guardian of the Candle, grant us a ray of your candle's light to seal these wounds					
	None					



Hymn	Miracle	General Spell (None)	Difficulty	5
Offer up a holy song to heighten the success rate of rituals.				
<p><b>Effect:</b> The caster offers up a holy song that fills the surroundings with divine light. <b>Target:</b> All Priests who hear this song, so long as they worship the same god as the caster, gain a +2 bonus to spell resistance checks and spell use checks for miracles they perform.</p> <p>The caster can apply Perform: Sing to their spell use check and spell maintenance check for Hymn.</p> <p>The effects of this spell last for as long as the caster uses spell maintenance. During that time, the caster must continue singing, so the only main actions they can perform are to maintain this spell's effects or use a miracle spell. If they decide to use a miracle spell, they do not take a penalty to spell maintenance, since their singing counts as a prayer to their god.</p>				
Chant	Valkyrie: <i>Open thine ears / to the hundr'd victories / of the great god-singing lance / which cometh from mountains north</i>			
	Earth Mother: <i>Flowers bloom with pride / bearing fruit / in a second starry sky / with my beloved / and daybreak's bell / the birds of the forest</i>			
	Supreme God: <i>Destroy the wicked / shed not the blood of the innocent / swear revenge on the evil / and bring down your sword</i>			
	Trade God: <i>O'er the foggy mountains / and through the darkened caves / O'er the sands of colors / and through the shadowy glades / We make now for a place beyond the radiant stars</i>			
	God of Knowledge: <i>With words to brighten the silence / and light to shine in ignorance / with life to burn at the end / like hawks do we travel forth / beneath the navy skies</i>			
Catalyst	None			

Purify	Miracle	Healing Spell (Water)	Difficulty	5	
Purify an area, removing all abnormalities.					
<p><b>Effect:</b> Removes impurities from a space or liquid within <b>Area:</b> General Volume with a center point within <b>Range:</b> 60m. In the case of a liquid, any contaminants are removed, leaving pure water. The GM should decide on the specifics of the effect and what counts as an impurity based on the situation.</p> <p>If the item to be purified is a possession belonging to a character, then if that character passes a spell resistance check, this spell has no effect.</p>					
Effectiveness Score	5 to 9	10 to 19	20 to 29	30 to 39	40 or more
General Volume	About 1 barrel	About a small garden pond or room	About a small pond or large room	About a pond or a large town square	About a small lake or an entire small town
Chant	Valkyrie: <i>Grant us water to drink</i>				
	Earth Mother: <i>O Earth Mother, abounding in mercy, please, by your revered hand, cleanse us of our corruption</i>				
	Supreme God: <i>Lord of Judgment, Prince of Scales, grant water far and wide to sinners and lambs equally</i>				
	Trade God: <i>O my god of the roaming wind, let good rain fall on our path and grant us twice that in sunshine</i>				
	God of Knowledge: <i>O Guardian of the Candle, grant our hands a ray of light that they may eliminate impurity</i>				
Catalyst	None				



Blessing		Miracle	Imbuement Spell (None)		Difficulty	10
Grant a blessing to a weapon, heightening its accuracy and power.						
<p><b>Effect:</b> Bless <b>Target:</b> 1 Object within <b>Range:</b> 30m, making it a sacred weapon. This adds a Hit Bonus determined by the effectiveness score to its hit modifier and Power Bonus determined by the effectiveness score to its power. Any melee or ranged attacks with the blessed weapon are treated as magic attacks. If Blessing is used on a ranged weapon, the caster can only add the hit bonus to its hit modifier. If Blessing is used on an arrow or bolt, the caster can give the bonuses to both its hit modifier and power, so long as it is used for a ranged attack.</p> <p>This effect lasts for as long as the caster uses spell maintenance.</p> <p>If the target's owner passes a spell resistance check, this spell has no effect.</p>						
Effectiveness Score	10 to 14	15 to 19	20 to 24	25 to 29	30 or more	
Hit Bonus	+2	+2	+3	+3	+4	
Power Bonus	+2	+4	+6	+8	+10	
Chant	Valkyrie: <i>Grant us your blessing</i>					
	Earth Mother: <i>O Earth Mother, abounding in mercy, grant your peaceful guidance to we who are weak</i>					
	Supreme God: <i>Lord of Judgment, my god, watch over my sword that it may judge only those who are evil</i>					
	Trade God: <i>O my god of the wind that comes and goes, may fortune smile on our road</i>					
Catalyst	God of Knowledge: <i>O Guardian of the Candle, grant a ray of light against the dark along our way</i>					
	None					



# Protection

Miracle

Creation Spell  
(Space)

Difficulty

15

Create an unseeable wall to prevent enemy movement and attacks.

**Effect:** Create a transparent, flat wall within **Area:** 20m Radius of the caster that is at most 5m tall and 5m wide. This wall cannot be created in such a way that it overlaps with other objects, obstacles, or characters.

This wall prevents character movement, weapon-based melee and ranged attacks, and magic attacks that launch true entities such as Fireball or Magic Missile.

Should a character attempt to move through the wall, the wall will perform movement obstruction (p. 142) against them. The total check score when Protection was cast is used as the movement obstruction check score. If the movement obstruction succeeds, the character trying to move through the wall must end their movement right in front of it.

When a melee attack, ranged attack, or magic attack that launches a true entity is performed in such a way that it would pass through the wall, compare (p. 128) that attack's hit check or spell use check score with the original Protection's check score. Whoever used the attack or spell is considered the passive side for this comparison. If the total check score when Protection was cast is higher, it prevents the attack or spell from passing through.

The caster can use a free action on their turn to move the wall up to 5m in any direction. When they do, any characters who would collide with the wall are pushed with it. However, if there is a solid obstruction in the way, the caster cannot move the wall beyond it. Pushed characters will be shoved into said obstruction, but they won't take damage from that.

This wall remains for as long as the caster uses spell maintenance.

## Chant

Valkyrie: *Grant us protection*

Earth Mother: *O Earth Mother, abounding in mercy, by the power of the land grant safety to we who are weak*

Supreme God: *Sword-prince, to those who see what should be seen and speak what should be spoken, grant your protection*

Trade God: *O my god of the roaming wind, block the chill wind that our legs may not be weakened*

God of Knowledge: *O Guardian of the Candle, protect our light lest we be embraced by the dark*

## Catalyst

None



Holy Smite		Miracle	Attack Spell (None)		Difficulty	5
Perform an attack using holy lightning.						
<b>Effect:</b> Fire a bolt of holy lightning at <b>Target:</b> 1 within <b>Range:</b> 30m as a magic attack, dealing damage determined by the effectiveness score. This damage cannot be reduced by armor score. If the target passes a spell resistance check, the damage received is halved.						
Effectiveness Score	5 to 9	10 to 14	15 to 19	20 to 24	25 to 29	30 or more
Power	2d6 + Priest Level	3d6 + Priest Level	3d6 + 5 + Priest Level	4d6 + 5 + Priest Level	4d6 + 10 + Priest Level	5d6 + 15 + Priest Level
Chant	Valkyne: <i>Grant us victory</i>					
	Earth Mother: <i>O Earth Mother, abounding in mercy, quell this one now with your revered hand</i>					
	Supreme God: <i>Lord of Judgment, Sword-Prince, Scale-Bearer, show here your power</i>					
	Trade God: <i>O my god of the roaming wind, I beg to borrow your blade to defend this journey</i>					
Catalyst	God of Knowledge: <i>O Guardian of the Candle, smile upon my light, which bows not before ignorance, stupidity, faithlessness, or pride</i>					
	None					

Holy Light		Miracle	Healing Spell (Light)	Difficulty	10
Release a flash of holy light with the power to exorcise the undead.					
<b>Effect:</b> Release a holy light that reaches up to <b>Area:</b> 30m Radius. Use <b>Target:</b> 1 within <b>Range:</b> 30m as its center point. Any undead inside this area take Caster's Priest Level x 2 points of light damage at the start of their turn. This damage cannot be reduced by armor score and is treated as a magic attack. The undead cannot make a spell resistance check against this spell; instead, they automatically take damage. In addition, if this spell is used in a dark place, it becomes a distraction (p. 160). This effect lasts for as long as the caster uses spell maintenance.					
Chant	Valkyrie: <i>Grant us light</i>				
	Earth Mother: <i>O Earth Mother, abounding in mercy, grant your sacred light to we who are lost in darkness</i>				
	Supreme God: <i>Lord of judgment, scale-sovereign, sword-prince, let there be light</i>				
	Trade God: <i>O my god of the roaming wind, grant us warm sunlight along our path</i>				
Catalyst	God of Knowledge: <i>O Guardian of the Candle, protector of all knowledge, may we never fall into the darkness</i>				
	None				



## List of Spells Only Learnable by Followers of the Valkyrie

Valkyrie's Javelin Valkyrie Only	Miracle	Attack Spell (None)	Difficulty	15			
Hurl a spear of light to attack.							
<b>Effect:</b> Hurl a spear of light at <b>Target:</b> 1 within <b>Range:</b> 100m as a magic attack, dealing damage determined by the effectiveness score. If the target passes a spell resistance check, the damage is halved right before reducing it with armor score.							
Effectiveness Score	15 to 19	20 to 24	25 to 29	30 to 34	35 to 39	40 to 49	50 or more
Power	4d6 + 5 + Priest Level	5d6 + 10 + Priest Level	6d6 + 15 + Priest Level	6d6 + 20 + Priest Level	8d6 + 20 + Priest Level	9d6 + 25 + Priest Level	10d6 + 30 + Priest Level
Chant	Valkyrie: Show us the pinnacle we must one day challenge						
Catalyst	None						

Encourage Valkyrie Only	Miracle	Imbuement Spell (Mind)	Difficulty	10	
Grant allies within an area resistance to fear.					
<b>Effect:</b> For <b>Duration:</b> 10 Minutes, <b>Target:</b> All (Including Caster) within <b>Area:</b> Sphere with a Radius determined by the effectiveness score will not be adversely affected by fear or confusion. This spell is centered on the caster. While the spell is active, it moves along with its caster. If a target moves outside the spell's radius, they lose the spell's effects, even if it is still active.					
Effectiveness Score	10 to 14	15 to 19	20 to 24	25 to 29	30 or more
Radius	3m	5m	10m	15m	20m
Chant	Valkyrie: Grant our battle brief words of encouragement				
Catalyst	None				



Saint Cloth Valkyrie Only		Miracle	Creation Spell (Matter, Life)	Difficulty	15
Use the Valkyrie's power to summon a holy suit of armor or vestments, gaining various boons.					
<p><b>Effect:</b> For <b>Duration:</b> 6 Rounds, <b>Target:</b> Caster creates armor containing the Valkyrie's sacred power and immediately equips it, gaining effects determined by the effectiveness score. The effects of higher effectiveness scores stack with those of lower ones.</p> <p>This armor has the data <i>Dodge Modifier: None, Movement Modifier: None, Armor Score: 7, Stealth: Good</i>, and <i>Effects: None</i>. If the target is already wearing armor, change its armor score to 7 but prioritize the rest of the original armor's data.</p>					
Effectiveness Score	15 to 19	20 to 29	30 to 39	40 or more	
Effects	None	Also, caster gains a +2 bonus to the power of melee and ranged attacks	Also, the caster gains a +2 bonus to all checks	Also, the caster gains a +3 bonus to armor score and the power of melee attacks	
<b>Chant</b>	Valkyrie: <i>Guard our lives as we stride into the flames</i>				
<b>Catalyst</b>	None				

### List of Spells Only Learnable by Followers of the Trade God

Contract Trade God Only		Miracle	Imbuement Spell (None)	Difficulty	20
Forge a contract with an agreeing party that forcibly binds each party to its contents.					
<p><b>Effect:</b> <b>Target:</b> All Characters Participating in the Contract. Participants must verbally agree, before the caster, to the contract's terms. If even one person does not wish to follow it, this spell will have no effect. If this happens, the caster will know who does not agree.</p> <p>If somebody breaks the contract, all members of that contract including the caster will be aware. The one who broke the contract will then take a -4 penalty to all checks. The contract automatically ends upon its breaking; if any other targets break the contract afterward, they will not take this penalty.</p> <p>This effect (including the penalties for breaking the contract) persists for <b>Duration:</b> 1 Year.</p>					
<b>Chant</b>	Trade God: <i>O my god of the roaming wind, grant these hands proof that remains though words fade to sound</i>				
<b>Catalyst</b>	None				



## Traveler Trade God Only

Miracle

Imbuement Spell  
(Life)

Difficulty

15

Quicken the movement speed of a target person or vehicle and gain a bonus to checks against weather and bad roads.

**Effect:** Multiply the movement speed of **Target:** 1 within **Range:** Touch by 1.5. At the same time, the target gains a +2 bonus to long-distance movement checks (p. 135) made against things like poor weather or bad roads. If the target is a vehicle or mount, all characters riding it gain this effect.

This effect persists for a Duration determined by the effectiveness score.

If the target passes a spell resistance check, this spell has no effect.

Effectiveness Score	15 to 19	20 to 29	30 or more
Duration	6 hours	1 day	3 days

**Chant** Trade God: *O my god of the roaming wind, grant us a tailwind on our way*

**Catalyst** None

## Reverse Trade God Only

Miracle

Imbuement Spell  
(None)

Difficulty

10

Interfere with fortune, but only once per day.

**Effect:** The caster can flip both dice in a 2d6 roll made by **Target:** Self or Any 1 Character the Caster Can See. This can only be used for checks involving fate points. This changes a 1 to a 6, a 2 to a 5, and a 3 to a 4. The reverse changes are also possible. For example, if the dice roll gives a 1 and a 5, this spell changes the rolls to a 6 and a 2, changing the total from 6 to 8. This effect can change critical failures to critical successes. In addition, if the target used fate points to reroll the 2d6, add 1 to the result of each die after flipping it.

This spell can be used once per day for one minute, and it cannot be used in combat. (The spell cannot be cast in combat, but its effects remain during battle, if the spell was activated beforehand.)

This effect persists for **Duration:** 1 Day, but it is lost once a single 2d6 is flipped. In addition, if the target refuses to apply the effect, no dice are flipped, but the effect is lost anyway.

For checks where the target score is a secret, this effect can be used after asking the GM how the check will play out after flipping the 2d6. When performing a check score comparison (p. 128) for a hit check or the like, you may also only flip the 2d6 after seeing what the passive side's check result is.

**Chant** Trade God: *O my god of the roaming wind, overturn the flow of energy and overlook the dice which reverse heaven and earth*

**Catalyst** None



## List of Spells Only Learnable by Followers of the Supreme God

Inquisition Supreme God Only	Miracle	Control Spell (None)	Difficulty	10
Prevent a target from using one magic system, excluding the Supreme God's miracles.				
<b>Effect:</b> For <b>Duration:</b> 3 Rounds, <b>Target:</b> 1 within <b>Range:</b> 30m becomes unable to use spells of a spell system chosen by the caster. The caster must choose which spell system before using this spell. This spell cannot be used to forbid the usage of miracles by a follower of the Supreme God. If the target passes a spell resistance check, this spell has no effect.				
Chant	Supreme God: <i>Lord of Judgment, my god, reprimand their power to disturb order and show them thy authority and justice</i>			
Catalyst	None			

Judge Supreme God Only	Miracle	Imbuement Spell (None)	Difficulty	15
Identify a touched object.				
<b>Effect:</b> The caster learns the name, main usage, usage method, and current state of <b>Target:</b> 1 Object within <b>Range:</b> Touch. The exact details that the caster learns are up to the GM.				
Chant	Supreme God: <i>Lord of Judgment, my god, in my inexperience, show me thy proof</i>			
Catalyst	None			

Judgment Supreme God Only	Miracle	Attack Spell (Light)	Difficulty	20
Instantaneously strengthen your attacks.				
<b>Effect:</b> <b>Target:</b> Caster changes the result of a 2d6 for a spell use check made for a magic attack or for a hit check, adding a Modifier determined by the effectiveness score. If the new roll result is 12 or higher, it is treated as a 12, and the check is a critical success. This effect is lost at the end of the caster's turn, or once it has been used. This spell can be used as a free action.				
Effectiveness Score	20 to 29	30 to 39	40 or more	
Modifier	+2	+3	+4	
Chant	Supreme God: <i>I pray that when I hold this sword aloft, criminals will be granted eternal life</i>			
Catalyst	None			



## List of Spells Only Learnable by Followers of the God of Knowledge

Inspiration God of Knowledge Only	Miracle	Imbuement Spell (None)	Difficulty	10
Ask a yes or no question of the God of Knowledge.				
<p><b>Effect: Target:</b> Caster may ask 1 question of the God of Knowledge that can be answered with a yes or no.</p> <p>The GM should give the answer to the question in the form of a divine revelation to the caster. The GM may give additional information as a bonus or refuse to answer the question. If the GM refuses to answer the question, they may rule that the caster didn't spend a spell use, or they can recover (reduce) 1d3 fate points as a consolation for not getting an answer.</p> <p>The God of Knowledge is the protector of all knowledge, and a god who aids those who strive for it. Because of this, it is highly likely that using this spell to seek an answer in a nonurgent situation without doing any research or exploration will end fruitlessly.</p>				
Chant	God of Knowledge: O Guardian of the Candle, protector of all knowledge, grant us a striking ray of light to shine in the darkness of our ignorance			
Catalyst	None			

<div>Guidance</div> <div>God of Knowledge Only</div>	Miracle	General Spell (None)	Difficulty	10	
Guide an action to success by looking slightly into the future.					
<div>Effect: For Duration: 6 Rounds, Target: 1 within Range: Touch may roll 1d6 + a Value determined by the effectiveness score for checks in place of 2d6.</div> <div>For each check, the target can choose whether to use this effect.</div>					
Effectiveness Score	10 to 14	15 to 19	20 to 24	25 to 29	30 or more
Value	+2	+3	+4	+5	+6
Chant	God of Knowledge: O Guardian of the Candle, protector of all knowledge, tell us of the snares and plots that wait for us along our way				
Catalyst	None				



Reading God of Knowledge Only	Miracle	Imbuement Spell (Mind)	Difficulty	10
Read and interpret languages you don't know.				
<b>Effect:</b> For <b>Duration:</b> 1 Round, <b>Target:</b> Caster can read sentences written in a language they don't know. They also gain Effects determined by the effectiveness score. Effects from higher scores stack with those of lower ones.				
Effectiveness Score	10 to 19	20 to 29	30 or higher	
Effects	None.	The caster's reading abilities increase, and they gain a +2 bonus to research checks (p. 268).	The caster is able to decipher codes and solve riddles the same way they read the unknown language.	
<b>Chant</b>	God of Knowledge: <i>O Guardian of the Candle, please take my hand and guide me as I go through the dark</i>			
<b>Catalyst</b>	None			

## List of Spells Only Learnable by Followers of the Earth Mother

Eucharist Earth Mother Only	Miracle	Creation Spell (None)	Difficulty	15
Create food and water to live.				
<b>Effect:</b> This spell has the following two effects. These effects are sometimes called Create Food and Create Water respectively.				
<b>① Effects of Create Food</b> Produce one meal at <b>Range:</b> Touch. When <b>Target:</b> 1 Creature eats this meal, they gain immunity to the effects of illness for <b>Duration:</b> 1 Day. If the target is already suffering the effects of an illness, compare check scores (p. 128) for each of those effects against the total check score for Eucharist. Remove all effects that Eucharist's check score wins against. Any effects that could not be removed will not be felt for one day. The meal itself will look and taste like a simple meal of the caster's choosing (usually bread, stew, and wine). Because no utensils are created, it would probably be a good idea to have them ready when using this. This spell can be used once per day. The food created by this effect will spoil and rot with time like any other food would.				
<b>② Effects of Create Water</b> Produce 10 liters of water at <b>Range:</b> Touch. The caster can pour it little by little into something or create it all at once.				
<b>Chant</b>	Earth Mother: <i>O Earth Mother, abounding in mercy, grant us the nourishment to praise yesterday, live today, and face tomorrow</i>			
<b>Catalyst</b>	None			



## Steadfast Earth Mother Only

Miracle

Imbuement Spell  
(Earth, Life)

Difficulty

10

Gain powerful defensive and recovery abilities for as long as you don't move.

**Effect:** Add a modifier determined by the effectiveness score to the armor score of **Target:** 1 within **Range:** 30m and heal an amount determined by the effectiveness score at the end of each round. The target also does not suffer fatigue from the attrition track, and they cannot be forcibly moved by any effects. For example, if they are pushed by Protection, they won't budge, meaning the wall won't move, either.

This effect persists for **Duration:** 12 Rounds, but it is immediately lost if the target moves or performs an action that involves movement. Movement from Guard (p. 245) does not cause this effect to be lost.

Effectiveness Score	10 to 14	15 to 19	20 to 29	30 to 39	40 or more
Modifier to Armor Score	+3	+4	+4	+5	+6
Recovery Amount	2	2	3	3	4

Chant

Earth Mother: *O Earth Mother, abounding in mercy, bestow upon us protection to be like a great tree, with roots spread and branches outstretched*

Catalyst

None

## Peace Earth Mother Only

Miracle

Control Spell  
(Mind)

Difficulty

15

Reduce the will to fight of everyone in an area.

**Effect:** Reduce the will to fight of **Target:** All within **Area:** 100m Radius of the caster. Targets must be creatures with will. Additionally, the spell will not affect targets for whom peace doesn't register as a concept, such as goblins or demons. Any targets with at least 1 wound from this specific fight gain a +4 bonus to spell resistance checks.

Targets take a -4 penalty to hit checks as well as to spell use checks for spells that damage or negatively affect (such as with penalties or movement hindrances) an opponent.

This effect persists for **Duration:** 10 Minutes. If the caster or an ally receives an attack, or if a spell with negative effects is used, this effect is immediately lost, even if it is still active.

When this spell reduces the will to fight of every character on the battlefield, combat temporarily ends. However, because their will to fight will rise again once the duration elapses, this will lead to combat starting again in most cases. Players should use the time before battle resumes to create a situation where fighting isn't necessary. This might be negotiating or distancing themselves from the enemy. (It is still possible the enemies will chase the players.)

If a target passes a spell resistance check, this spell has no effect on them. Once this effect is applied to a target, it will persist for the duration even if the target moves outside the area.

Chant

Earth Mother: *O Earth Mother, abounding in mercy, grant peace to the waiting hearts of the hunters in their long run*

Catalyst

None



## ❖ Ancestral Dragon Arts ❖

Camouflage		Ancestral Dragon Art	Imbuement Spell (Light)	Difficulty	10
Alter your body color to gain the ability to blend in with your environment.					
<b>Effect:</b> For <b>Duration:</b> 1 Hour, <b>Target:</b> Caster gains the ability to change their body color to blend in with the environment. When the caster uses this ability to hide from an opponent who relies on vision (via visible light), they gain a +4 + <i>dragon priest level</i> bonus on the stealth check (p. 152). The caster can attempt this check even if there would typically be nowhere to hide. This effect persists for <b>Duration:</b> 1 Hour.					
<b>Chant</b>	O Yautja, predator and hunter, make of my body light's shadow				
<b>Catalyst</b>	None				

Communicate		Ancestral Dragon Art	Imbuement Spell (Mind)	Difficulty	10
Use telepathy to converse across language barriers.					
<b>Effect:</b> <b>Target:</b> Caster gains the ability to communicate sympathetically using telepathy with someone they have exchanged words with. This allows them to have a conversation as if they spoke the same language of the one they are conversing with. This effect persists for <b>Duration:</b> 1 Hour.					
<b>Chant</b>	O mapusaurus, ruler of the earth, permit me to join your pack, howsoever briefly				
<b>Catalyst</b>	None				



## Swordclaw

Ancestral  
Dragon ArtCreation Spell  
(Matter)

Difficulty

10

Sharpen your draconic fangs and claws to make weapons or strengthen barehanded attacks.

**Effect:** This spell has the following two effects. These are also called Dragontooth Sword and Dragon Claw respectively.

① **Effects of Dragontooth Sword**

Create **Target:** 1 Weapon within **Range:** Touch. The caster can choose any weapon as the target. It has **Type:** Light and **Attribute:** Slash. The weapon created in this way gains a Bonus determined by the effectiveness score to its hit modifier and power.

Damage this weapon deals cannot be reduced by armor score, and the attack is treated as a magic attack.

This weapon exists only for a duration determined by the effectiveness score. Others besides the caster can use it during this time. Once the duration elapses, the weapon created with this effect will vanish.

② **Effects of Dragon Claw**

The nails on one or both hands of **Target:** Caster change so that they are more suited for battle, gaining a bonus determined by the effectiveness score to the hit modifier and power of barehanded attacks.

Damage from such attacks cannot be reduced by armor score, and the attack is treated as a magic attack. However, the hand (or hands) affected can no longer hold any objects.

This effect persists for a Duration determined by the effectiveness score.

Effectiveness Score	10 to 14	15 to 19	20 to 24	25 to 29	30 or more
Bonus	None	+1	+1	+2	+2
Duration	6 rounds	6 rounds	10 minutes	10 minutes	1 hour

**Chant** *O sickle wings of velociraptor, rip and tear, fly and hunt*

**Catalyst** A dragon's claw or tooth



Sense Enemy		Ancestral Dragon Art	Imbuement Spell (Mind)	Difficulty	10
Sense when those bearing hostility or malice are approaching.					
<p><b>Effect: Target:</b> Caster will detect when any hostile entity—one bearing ill will and intending to do harm to the target—is within <b>Area:</b> 30m Radius. The target will know the rough location of the hostile entity within range. If a hostile entity is within <b>Area:</b> 10m Radius of the target, the target will also know who the hostile entity is.</p> <p>When the target senses a hostile entity, if the target is in a natural state of sleep, they immediately wake up. However, if they are asleep due to some sort of special effect, like one from a spell, or are unconscious, they do not wake up.</p> <p>This effect persists for a Duration determined by the effectiveness score.</p>					
Effectiveness Score	10 to 19	20 to 29	30 or more		
Duration	10 minutes	1 hour	6 hours		
Chant	O hadrosaurus, my friend, let them not escape Bao Long's breath, that we may run together on two legs				
Catalyst	None				

Charge		Ancestral Dragon Art	Attack Spell (None)	Difficulty	10
Perform a powerful charging attack.					
<p><b>Effect:</b> The caster performs a magic attack where they charge in a straight line up to <b>Range:</b> 3 × Caster Movement, dealing <b>Charge Power</b> + 1/5 the Distance Moved points of bludgeoning damage to <b>Target:</b> All on <b>Area:</b> Movement Path. Any hit by this are knocked prone.</p> <p>If a target passes a spell resistance check, the damage is halved before reducing it with armor score. Also, any target that passes a spell resistance check can choose to stop the caster's charge. If they do, the caster falls prone in front of that target, and their movement ends. When this happens, the caster takes Charge Power points of bludgeoning damage. The attack dealing this damage is treated as a magic attack. If the caster is stopped by a target, they do not deal damage to targets farther along the path.</p>					
Effectiveness Score	10 to 14	15 to 19	20 to 29	30 to 39	40 or more
Charge Power	2d6 + Dragon Priest Level	3d6 + Dragon Priest Level	4d6 + Dragon Priest Level	5d6 + Dragon Priest Level	6d6 + Dragon Priest Level
Chant	O nimble and armored ankylosaurus, allow thy lightning, which travels 'round its course, to inhabit my body				
Catalyst	None				



## Hunting Ground

Ancestral  
Dragon Art

Imbuement Spell  
(Space)

Difficulty

15

Search for your prey, creating a bounded field to hunt them.

**Effect:** By joining hands with their allies for 10 minutes and meditating, the caster creates a field in **Area:** Up to 100m Radius centered on the caster that protects **Target:** All within range for **Duration:** 12 Hours. This field moves with the caster. However, if any one of the allies the caster joined hands with to use the spell moves at least 30m from the caster, the field will disappear.

If there is a hostile entity—one that harbors hostile intent toward any target—inside the field, the target knows where they are. Any hostile entity that tries to get within 30m of the caster must make a spell resistance check; if they fail it even once, then they cannot enter the field until the field goes away.

If a new hostile entity enters the field, the target senses this and has a rough idea of where the invader is.

While the field is being maintained, even if a target is in a natural state of sleep, they will sense hostile entities in the field and immediately wake up. However, if they are asleep due to some sort of special effect, like one from a spell, or are unconscious, they do not wake up. If something destroys the field or takes action to try destroying it, the target will sense it and wake up.

To create the field, the caster must both pass the initial spell use check as well as one spell maintenance check immediately after.

**Chant** *O utahraptor, hunter of the mountains, I now borrow thy works of hunting*

**Catalyst** None

## Dragon Eyes

Ancestral  
Dragon Art

Imbuement Spell  
(Life)

Difficulty

10

Enhance your vision and gain various benefits.

**Effect:** Grants effects determined by the effectiveness score to **Target:** Caster's eyes. Effects granted by a higher effectiveness score stack with those of lower ones.

This effect persists for **Duration:** 10 Minutes.

Effectiveness Score	10 to 14	15 to 19	20 to 29	30 or more
Effects	Strengthens kinetic vision, gaining a +2 bonus to hit checks for melee attacks. Can also ignore negative effects to vision from distractions (p. 160) based on blinding or light.	Once per round, when <b>Target:</b> 1 within <b>Range:</b> 30m attempts to take some action, the caster can glare at them to apply a -2 penalty to whatever check is needed to execute the action (a hit check for an attack, a dodge check when attacked, a spell use check when using a spell, etc.). The target and caster must be able to see each other to do this. This effect only applies to 1 check.	The caster gains a +2 bonus to hit checks for ranged attacks, not just melee attacks. Additionally, as long as there are no obstacles, the caster can see well enough to discern a person's face at a 5 kilometers.	Bonuses to checks granted by this spell are +4 instead of +2. The glaring target also suffers a -4 penalty to their check instead of -2.

**Chant** *O Quetzalcoatl, O Leallynasaura, show my small optic lobes the Four-Cornered World*

**Catalyst** None



Dragon Scales		Ancestral Dragon Art	Imbuement Spell (Life)	Difficulty	10
Cover your body with thick scales.					
<b>Effect:</b> <b>Target:</b> Caster covers themselves with thick scales, gaining a bonus determined by the effectiveness score to their armor score for <b>Duration:</b> 6 Rounds. Depending on the armor the target is wearing, it may become hard to move, or they may take a penalty to movement speed. The caster takes a -2 penalty to movement speed if they have light armor equipped, and a -4 penalty for heavy armor.					
Effectiveness Score	10 to 19	20 to 29	30 or more		
Modifier	+3	+4	+5		
Chant	O durable and armored ankylosauria, bestow unto my scales thine heavy protection				
Catalyst	None				

Dragontooth Warrior		Ancestral Dragon Art	Creation Spell (Life)	Difficulty	15
Create a dragontooth warrior and control it.					
<b>Effect:</b> Summon <b>Target:</b> 1 Dragontooth Warrior with effects determined by the effectiveness score within <b>Range:</b> Reach.					
<p>The caster, starting on their next turn, can give orders to the dragontooth warrior they create; thus, the dragontooth warrior is only able to act starting from the round after the one it was summoned on. However, it can still make dodge checks, resistance checks, and initiative checks before that.</p> <p>The caster, on their turn, can use a free action to give an order to the dragontooth warrior they created. This command does not have to be spoken; it can simply be willed. However, the command must be simple, such as <i>attack that goblin over there</i> or <i>attack the enemy who attacked ally A</i>. It cannot carry out complex commands (the GM should decide the details). The dragontooth warrior will attempt to faithfully carry out its orders to the best of its ability. If the caster has learned Leadership (Intermediate) or higher, they can have the dragontooth warrior act with the same initiative as them. Additionally, the caster can have the dragontooth warrior grant their support effect to the caster or to one specific character the caster indicates.</p> <p>The created dragontooth warrior lasts for <b>Duration:</b> 1 Hour as a dragontooth warrior, <b>Duration:</b> 10 Minutes as a spino dragontooth warrior, or <b>Duration:</b> 6 Rounds as a Bao Long dragontooth warrior, after which it vanishes. The caster can make their summoned dragontooth warrior, spino dragontooth warrior, or Bao Long dragontooth warrior disappear at any time.</p>					
Effectiveness Score	15 to 19	20 to 29	30 or more		
Effects	Caster can summon a dragontooth warrior (p. 601)	Caster can summon either a dragontooth warrior or a spino dragontooth warrior (p. 603)	Caster can summon either a dragontooth warrior, a spino dragontooth warrior, or a Bao Long dragontooth warrior (p. 605)		
Chant	O horns and claws of our father, iguanodon, thy four limbs, become two legs to walk upon the earth.				
Catalyst	A dragon's tooth				



## Dragon's Blood

Ancestral  
Dragon Art

Imbuement Spell  
(Life)

Difficulty

None

Place an ancestral dragon art on someone who drinks your blood.

**Effect:** This effect is used with another ancestral dragon art; the caster does not need to make a spell use check for Dragon's Blood.

If the caster draws their own blood and has **Target:** 1 drink it, they can apply an ancestral dragon spell with **Target:** Caster to that target instead and add a +5 bonus to that spell's effectiveness score

When the caster draws blood, they take 1 point of damage.

**Chant**

One drop of my body to cause a ripple in their life, to become a spiral and summon forth power

**Catalyst**

None

## Dragon's Proof

Ancestral  
Dragon Art

Imbuement Spell  
(Fire, Darkness, Life)

Difficulty

10

Gain resistance to fire, heat, and poison.

**Effect:** Protects **Target:** Caster against the negative effects of flames, heat, and poison.

For a Duration determined by the effectiveness score, the target no longer takes damage from fire or poison and no longer suffers their effects. Any fire or poison effects currently afflicting the caster end when this spell is cast. In addition, the caster gains a +2 bonus to resistance checks against anything with those attributes, even if they have an additional attribute (such as effects that are both fire and wind attribute). However, they cannot reduce any damage that would be taken after the resistance check.

Effectiveness Score	10 to 19	20 to 29	30 or more
Duration	3 rounds	6 rounds	10 minutes

**Chant**

O life-binding troodon, of blade and fang, from my spiral, I call forth vitality

**Catalyst**

None



## Dragon Breath

Ancestral  
Dragon ArtAttack Spell (Fire, Wind,  
Water, Darkness)

Difficulty

10

Attack with dragon's breath of fire, lightning, ice, or poison.

**Effect:** When a caster learns this spell, they must choose one: Fire Breath (fire attribute), Lightning Breath (wind attribute), Ice Breath (water attribute), and Poison Breath (darkness attribute).

When the caster uses this spell, they breathe the chosen element in one direction.

### ① Fire Breath

The caster performs a magic attack, breathing fire that deals fire damage determined by the check score to **Target:** All within **Area:** Cone of 30m Length and 10m Base Radius. The caster is the point of origin.

If a target passes a spell resistance check, the damage is halved before reducing it with armor score.

### ② Lightning Breath

The caster performs a magic attack, breathing lightning that deals wind damage determined by the check score to **Target:** All within **Area:** Straight of up to 60m. This damage cannot be reduced by armor score.

If a target passes a spell resistance check, the damage is halved.

### ③ Ice Breath

The caster performs a magic attack, breathing cold that deals ice damage determined by the check score to **Target:** All within **Area:** Cone of 30m Length and 10m Base Radius. The caster is the point of origin.

The movement speed of all targets is halved for **Duration:** 3 Rounds.

If a target passes a spell resistance check, the damage is halved before reducing it with armor score, and they do not take the penalty to their movement speed.

### ④ Poison Breath

The caster performs a magic attack, breathing vapor that deals poison damage determined by the check score to **Target:** All within **Area:** Cone of 20m Length and 20m Base Radius. The caster is the point of origin. This damage cannot be reduced by armor score.

If a target fails a spell resistance check, then for **Duration:** 3 Rounds, they take poison damage determined by the check score at the beginning of each of their turns. They cannot make a resistance check against this damage, nor can they reduce the damage with their armor score. If their spell resistance check succeeds, the damage from the magic attack is halved, and they're not affected by this poison effect.

Check Score	10 to 19	20 to 29	30 to 39	40 or more
Power (Fire Breath)	4d6 + Dragon Priest Level	6d6 + Dragon Priest Level	8d6 + Dragon Priest Level	10d6 + Dragon Priest Level
Power (Lightning Breath)	2d6 + 2 + Dragon Priest Level	3d6 + 4 + Dragon Priest Level	5d6 + 4 + Dragon Priest Level	7d6 + 6 + Dragon Priest Level
Power (Ice Breath)	2d6 + 2 + Dragon Priest Level	3d6 + 4 + Dragon Priest Level	5d6 + 4 + Dragon Priest Level	7d6 + 6 + Dragon Priest Level
Power (Poison Breath)	2d6 + Dragon Priest Level	4d6 + Dragon Priest Level	5d6 + Dragon Priest Level	6d6 + Dragon Priest Level
Poison Damage	1d6 points	1d6 points	2d6 points	3d6 points

**Chant** *O diaphosaur, though it be false, grant to my breath the miasma that proceeds from your organs*

**Catalyst** None



## Dragon's Roar

Ancestral  
Dragon Art

Control Spell  
(Mind)

Difficulty

15

Let loose a roar to strike fear into your enemies.

**Effect:** The caster lets out a loud roar, striking fear of the caster into the minds of **Target:** All who hear it. The targets will then receive Effects determined by the effectiveness score for a duration.

If the target passes a spell resistance check, this spell has no effect. Effects granted by a higher effectiveness score stack with those of lower ones. The GM should decide the finer details of these effects based on the situation.

Effectiveness Score	15 to 19	20 to 29	30 to 39	40 or more
Effects	Target takes a -2 penalty on checks made as the active side and a -2 penalty to initiative.	The target will try to flee. For this effect's duration, they will attempt to get as far away from the battlefield as possible.	The target's penalty to checks and initiative becomes -4.	This spell is treated as a magic attack dealing 3d6 + Dragon Priest Level points of mind damage. This damage cannot be reduced by armor score. If the target passes a spell resistance check, they don't receive any damage.
Duration	3 rounds	6 rounds	10 minutes	10 minutes

**Chant** *Bao Long, honored ancestor, Cretaceous ruler, I borrow now the terror of thee*

**Catalyst** *None*

## Confrontation

Ancestral  
Dragon Art

Control Spell  
(Mind)

Difficulty

10

Force an enemy to attack you. More likely to succeed if they have a higher life force than you.




**Effect:** For **Duration:** 6 Rounds, **Target:** 1 within **Range:** 60m will attempt to deal as much damage as possible to the caster. If the target is a minion (p. 205), they cannot give their support effect to their boss (p. 203). If they are unable to attack the caster, they will act so that they can deal as much damage as possible to the caster later. If that's not possible, they will act normally.




If the target passes a spell resistance check, this spell has no effect. For the spell resistance check against this spell, the target will take a -4 penalty if their life force is higher than the caster's life force, or the target will gain a +4 bonus if their life force is lower than the caster's life force.

**Chant** *O Quayi, he who stands among gods, allow me to walk this path, allow me through the dragon's gates*

**Catalyst** *Voice, a roar, etc.*



 <b>Partial Dragon</b> 	Ancestral Dragon Art	Imbuement Spell (Life)	Difficulty	<b>10</b>
<b>Bolster your strength temporarily.</b>				
<p><b>Effect:</b> Add a modifier determined by the effectiveness score to <b>Target:</b> Caster's strength. This will cause their life force to increase as well.</p> <p>This effect persists for <b>Duration:</b> 10 Minutes.</p>				
Effectiveness Score	10 to 19	20 to 29	30 or more	
Modifier	+2	+4	+6	
<b>Chant</b> 	<i>O proud and strange brontosaurus, grant me the strength of ten thousand</i>			
<b>Catalyst</b>	None			

 <b>Vitality</b> 	Ancestral Dragon Art	Healing Spell (Life)	Difficulty	<b>10</b>
<b>Bestow vitality to slightly recover fatigue.</b>				
<p><b>Effect:</b> Heal an amount of fatigue determined by the effectiveness score from <b>Target:</b> 1 Creature within <b>Range:</b> Touch. If the target passes a spell resistance check, this spell has no effect.</p>				
Effectiveness Score	10 to 19	20 to 29	30 or more	
Recovery Amount	1d3	1d3+1	1d3+2	
<b>Chant</b> 	<i>O wand'ring camarasaurus, with your rounded head, bestow unto us thy long-running vitality</i>			
<b>Catalyst</b>	None			



## Minor Heal

Ancestral  
Dragon Art

Healing Spell (Life)

Difficulty

5

Mend wounds using sacred power.

**Effect:** Heal an amount of wounds determined by the effectiveness score from **Target:** 1 Creature within **Range:** 30m. In addition, remove effects from bone fractures.

If the target is undead, perform a magic attack dealing an amount of damage determined by the effectiveness score to the target. This damage cannot be reduced by armor score.

This spell may also be used with **Range:** Touch. In such a case, gain a +5 bonus to its effectiveness score.

If the target passes a spell resistance check, this spell has no effect.

Effectiveness Score	5 to 9	10 to 14	15 to 19	20 to 24	25 to 29	30 or more
Recovery Amount	2d6 + Dragon Priest Level	3d6 + Dragon Priest Level	3d6 + 5 + Dragon Priest Level	4d6 + 5 + Dragon Priest Level	4d6 + 10 + Dragon Priest Level	5d6 + 15 + Dragon Priest Level

**Chant:** *O vet'ran hadrosaurus, impart a portion of thy strength unto us that we may overcome the pain of these wounds*

**Catalyst:** None

## Bezoar

Ancestral  
Dragon Art

Imbuement Spell  
(Life)

Difficulty

10

Gain resistance to bad food and poison and adapt to underwater environments while also boosting your offensive capabilities.

**Effect:** Reduces **Target:** Caster's life force by 3 points. In exchange, the target gains a +4 bonus to resistance checks against poison-attribute effects and can eat animals, plants, and earth that would be otherwise inedible. While the target maintains a crude diet, they gain a +2 bonus on all damage they deal (including spell damage). The target also gains a +12 bonus to strength resistance checks to withstand suffocation-based fatigue (p. 198) when underwater

These effects persist for as long as the target is on a crude diet.

This spell is cast by swallowing several small stones, then performing a one-hour-long ritual. Once the caster has declared that they will use this spell, they must make 4 spell maintenance checks per 10 minutes and a spell use check after each 10 minutes.

When this spell is used, for as long as the effects last, the swallowed stones remain inside the target's body, making them suffer pain. If the target ends their crude diet, the stones vanish.

**Chant:** *O earth-faring ornithomimus, O sea-faring Plesiosaurus, I now borrow thy wisdom unto mine own stomach*

**Catalyst:** Small stones



<b>Rust</b>	Ancestral Dragon Art	General Spell (Wind, Time)	Difficulty	<b>5</b>
Cause metal to rust rapidly.				
<b>Effect:</b> Produce a mist in <b>Area:</b> Sphere with 5m Radius centered on a point within <b>Range:</b> 30m. <b>Target:</b> All inside that area rust. If the target is a metallic or mainly metallic object, it becomes useless. If an object's owner, or the object itself, wishes to resist, or if it is a magical item or other object created by a spell, this spell has no effect on it. The GM should determine specific details based on the situation.				
<b>Chant</b>	O my forebears who sleep under layers of rock, with all the time that has piled upon you, guide these objects			
<b>Catalyst</b>	A dragon's tooth			

<b>Dragon's Wings</b>	Ancestral Dragon Art	Imbuement Spell (Life)	Difficulty	<b>20</b>
Change your arms into wings and take flight.				
<b>Effect:</b> Changes <b>Target:</b> Caster's arms into dragon wings or bird-like wings for <b>Duration:</b> 10 Minutes. The target gains the ability to fly and can now move past characters who cannot fly without being obstructed. While the target's arms are wings, they cannot use their hands.				
<b>Chant</b>	O archaeopteryx, with thine ancient wings that soar unto the heavens, make mine arms into wings that I may ride on the winds			
<b>Catalyst</b>	None			



## ❖ Spirit Arts ❖

### Aqua Vitae

Spirit Art

Healing Spell  
(Water, Life)

Difficulty

**10**

Use clean water to heal both wounds and fatigue.

**Effect:** Grants **Target:** 1 Cup of Water within **Range:** Reach stamina-restoring effects. When someone takes a drink of this water, they will heal a number of wounds and fatigue determined by the effectiveness score. After gaining these effects, a character cannot gain them again for three hours.

This effect persists for **Duration:** 6 Rounds. After that, the water returns to normal.

At most, 10 people can receive the healing effects with the quantity of water created by one usage of this spell. This spell requires six rounds to cast, but while not in combat, players may immediately perform its spell use check.

Effectiveness Score	10 to 14	15 to 19	20 to 24	25 to 29	30 or more
Wounds Recovered	3d6 + Shaman Level	3d6 + 2 + Shaman Level	4d6 + 2 + Shaman Level	4d6 + 4 + Shaman Level	5d6 + 6 + Shaman Level
Fatigue Recovered	1	2	2	2	3

**Chant**  *Undines, if it pleases you, partake of this drink, which I present*

**Catalyst** Clean water and fruit (such as grapes) or honey



Illuminate		Spirit Art	Imbuement Spell (Light)	Difficulty	5
Cause objects in an area to glow.					
<p><b>Effect:</b> Scatters luminescent powder in <b>Area:</b> Sphere with 10m Radius centered on a point within <b>Range:</b> 30m.</p> <p><b>Target:</b> All in Area of Effect. Any in the sphere give off a wavering rainbow glow with Effects determined by the effectiveness score for <b>Duration:</b> 6 Rounds. Effects granted by a higher effectiveness score stack with lower ones.</p> <p>If a target passes a spell resistance check, this spell has no effect on it.</p>					
Effectiveness Score	5 to 9	10 to 19	20 to 29	30 or more	
Effects	Light illuminates a 10m area. Transparent characters and objects also glow, making their presence evident.	The light grows stronger, illuminating a 20m area. Because the targets are bright, all melee and ranged attacks against any affected targets suffer a -2 penalty on their hit checks.	The light grows even stronger, illuminating a 30m area. All melee and ranged attacks against any affected targets now suffer a -4 penalty on their hit checks instead of -2.	Targets shine with a brilliant light, illuminating a 60m area. Nobody can look at the targets directly, so they can't be targeted by spells. They can also no longer be excluded from spell effects targeting an area. In addition, all melee and ranged attacks against any affected target now suffer a -8 penalty on their hit checks instead of -4.	
<b>Chant</b>	Pixies, pixies, share the sparkling powder of your wings, that we may see the hidden things				
<b>Catalyst</b>	Shining powder				

Invisible		Spirit Art	Imbuement Spell (Water)	Difficulty	15
Control light and the minds of those watching to conceal the target.					
<p><b>Effect:</b> Causes <b>Target:</b> 1 Creature within <b>Range:</b> Touch to be imperceptible to others. No melee or ranged attacks, spells, or items may be used against the target. However, if a spell that affects an area is used and the target is within range, they are affected by it. A caster cannot purposely exclude the target from such spells.</p> <p>This effect lasts for as long as the caster uses spell maintenance. However, if the target performs a melee or ranged attack, uses a spell, or performs an active action such as speaking (the GM decides what counts), the effects are lost immediately after the action.</p>					
<b>Chant</b>	Clean water, dirty water, mixed together like cloudy weather, nothing can be seen through				
<b>Catalyst</b>	A clouded liquid such as cow's milk				



## Weathering

Spirit Art

Control Spell  
(Wind, Time)

Difficulty

5

**Speed up time for an object.**

**Effect:** Causes the flow of time for **Target:** 1 Object within **Range:** Reach to speed up. Has no effect on creatures or anything with a mind. The GM should decide what should happen to the target as time passes based on the situation and what the caster is trying to accomplish.

The caster may decide any rough degree of time acceleration within Time Multiplier. This effect lasts for as long as the caster uses spell maintenance.

Effectiveness Score	5 to 9	10 to 19	20 to 29	30 or more
Time Multiplier	10x	60x	300x	3,000x

**Chant** *Tick tock says the clock, its hands never stop. Pendulum, swing—time's the thing*

**Catalyst** A very weathered rock, etc.

## Water Walk

Spirit Art

Imbuement Spell  
(Water, Wind)

Difficulty

10

**Walk on water and cause things underwater to float.**

**Effect:** Grants **Target:** 1 within **Range:** 30m the ability to walk on the surface of water for a Duration determined by the effectiveness score. The target will never sink, regardless of their weight, and will be able to move and act on the water's surface as though they were on solid land. If the target is underwater, they are immediately ejected from it.

If the target passes a spell resistance check, this spell has no effect.

Effectiveness Score	10 to 19	20 to 29	30 or more
Duration	6 rounds	10 minutes	1 hour

**Chant** *Nymphs and sylphs, together spin, earth and sea are nearly kin, so dance away—just don't fall in*

**Catalyst** An aquatic plant, aquatic bird's feather, soap scum, etc.



Cat's Eye		Spirit Art	Imbuement Spell (Darkness)	Difficulty	10
Borrow the power of the cat spirit Cat-sith to gain various abilities, including Darkvision.					
<b>Effect:</b> For <b>Duration:</b> 10 Minutes, any or all of <b>Target:</b> Caster's eyes (left eye, right eye, or both) gain Effects determined by the effectiveness score. Effects granted by a higher effectiveness score stack with lower ones.					
Effectiveness Score	10 to 14	15 to 19	20 to 24	25 to 29	30 or more
Effects	Gain Darkvision (Beginner) (p. 277).	Gain a +1 bonus to hit checks from increase in kinetic vision.	Gain Darkvision (Intermediate). Gain the ability to deal with sudden flashes of light and take no penalty from distractions (p. 160).	Gain a +2 bonus to hit checks. Gain a +2 bonus to dodge checks and block checks as well.	Gain Darkvision (Expert). Gain a +4 bonus to perception checks and resistance checks against disguises or magical illusions and hallucinations, as well as the ability to see through magical darkness
<b>Chant</b>	Eyes of cat in the night, dancing green and flashing bright, give my eyes the moonlight's sight				
<b>Catalyst</b>	Cat's-eye stone, boots, etc.				



# Call Rain

Spirit Art

Control Spell  
(Water, Wind)

Difficulty

10

**Cause rain to fall in a limited area.**

**Effect:** Cause rain to fall in **Area:** Cylinder of the Rainfall Zone centered on a point within **Range:** 30m. The caster must choose a spot on the ground as the center point and use the Rainfall Zone's radius as the cylinder's base.

Consult the table regarding the rainfall's intensity and its other effects. Effects granted by higher effectiveness scores stack with lower ones. The GM should determine the details of these effects based on the situation, and what the caster is trying to do.

This effect lasts for as long as the caster uses spell maintenance.

Effectiveness Score	10 to 14	15 to 19	20 to 24	25 to 29	30 or more
Rainfall Zone	Height 2m, radius 3m	Height 3m, radius 5m	Height 20m, radius 10m	Height 50m, radius 15m	Height 100m, radius 20m
Effects	A drizzle. Puts out small flames burning with natural fuel. If a spell with the fire attribute is used in the rain, its caster takes a -2 penalty to its spell use check.	Medium rainfall. All within take a -1 penalty on all intelligence checks and resistance checks.	Heavy rainfall. All within must make a strength resistance check at the end of each round and compare it to the spell use score of Call Rain. If they fail, they suffer 1 point of fatigue.	Downpour. Obstructs vision, applying the -4 penalty for poor vision (p. 159).	Intense rainfall. Vision is completely blocked by the rain. The penalty to intelligence checks and resistance checks becomes -2. In addition, the fatigue suffered for failing an end-of-round spell resistance check becomes 2 points.

**Chant**  Go now, kelpie, it's time to get busy! Earth to river and sea to sky, turn all a-tizzy

**Catalyst** A fish, horse hair, wind, clouds, etc.



## Control Spirit

Spirit Art

Control Spell (Fire, Water, Earth, Wind)

Difficulty

10

Summon one spirit and give it a simple command.

**Effect:** Summon **Target:** 1 Spirit within **Range:** Reach and put it to use. What spirit it is depends on the effectiveness score. The caster chooses the spirit's attribute when casting and selecting from those they can summon.

The caster, starting on their next turn, can give an order to the spirit they summon; thus, the spirit is only able to act on the round after its summoning. However, it can still make dodge checks, resistance checks, and initiative checks before that.

The caster, on their turn, can use a free action to give an order to the spirit they summoned. This command does not have to be spoken; it can simply be willed. However, the command must be simple, such as *attack that goblin over there* or *attack the enemy who attacked ally A*. It cannot carry out complex commands (the GM should decide the details). The spirit will attempt to faithfully carry out its orders to the best of its ability. If the caster has learned Leadership (Intermediate) or higher, they can have the spirit act with the same initiative as them. Additionally, the caster can have the spirit grant its support effect to the caster or to one specific character the caster indicates.

A summoned spirit lasts for **Duration:** 1 Hour, a free spirit lasts for **Duration:** 10 Minutes, and a greater spirit lasts for **Duration:** 6 Rounds, after which it returns to its own plane. The caster may, at any time, have the summoned spirit, free spirit, or greater spirit return to its own plane.

Effectiveness Score	10 to 19	20 to 29	30 or more
Effects	Can summon a spirit (p. 583)	Can summon either a spirit or free spirit (p. 584)	Can summon either a spirit, a free spirit, or a greater spirit (p. 584)

Chant	<i>Come, undines, the banquet's laid; come and sing and dance and play Hold your torch up, give us light, will-o'-the-wisp, burn in the night; Onibi, I call on thee, give a little light to me</i>
Catalyst	Kindling, snow, ice, clay, etc.



**Thunderbolt**

Spirit Art

Attack Spell  
(Wind)

Difficulty

**10****Attack with a bolt of lightning.**

**Effect:** Fires an arrow of lightning at **Target:** 1 within **Range:** 30m, performing a magic attack dealing wind damage determined by the effectiveness score. If the target's score on their spell resistance check is at least 4 points lower than the spell use check for Thunderbolt, their body is paralyzed, rendering them unable to act until their next turn ends.

If the target passes a spell resistance check, the damage is halved before reducing it with armor score.

Effectiveness Score	10 to 14	15 to 19	20 to 24	25 to 29	30 or more
Power	3d6 + 4 + Shaman Level	4d6 + 4 + Shaman Level	4d6 + 6 + Shaman Level	5d6 + 6 + Shaman Level	7d6 + 4 + Shaman Level

**Chant**

*Thunderbird with aim so sure, soaring through the skies azure—hear my voice and travel true, lightning's arrow piercing through*

**Catalyst**

A crystal or fragment of rocky electrode

**Stone Blast**

Spirit Art

Attack Spell  
(Earth)

Difficulty

**10****Use pebbles to attack in a spherical area.**

**Effect:** Performs a magic attack in **Area:** Sphere with a radius determined by the effectiveness score centered on a point within **Range:** 30m. This spell deals earth and bludgeoning damage determined by the effectiveness score.

When using this spell, the caster may choose to give a +8 to the effectiveness score for radius or power. However, if they do so, they take a -4 penalty on their spell use check.

If the target passes a spell resistance check, the damage is halved before reducing it with armor score.

Effectiveness Score	10 to 14	15 to 19	20 to 24	25 to 29	30 to 39	40 or more
Radius	3m	5m	5m	10m	15m	20m
Power	2d6 + Shaman Level	2d6 + 3 + Shaman Level	3d6 + 3 + Shaman Level	3d6 + 6 + Shaman Level	4d6 + 6 + Shaman Level	5d6 + 9 + Shaman Level

**Chant**

*Come out, you gnomes, it's time to work, now don't you dare your duty shirk—a bit of dust may cause no shock, but a thousand make a lovely rock*

**Catalyst**

Small rocks or sand, etc.



<b>Snare</b>		Spirit Art	Creation Spell (Water, Earth)	Difficulty	<b>10</b>
<b>Produce sludge on the ground.</b>					
<p><b>Effect:</b> Change the ground within <b>Area:</b> Circle with a Radius determined by the effectiveness score centered on a point within <b>Range:</b> 60m into sludge. The ground must be dirt, not a floor or rocks.</p> <p>Any character who moves within the sludge area must make a spell resistance check for each 5m they move. If they pass the check, they are entirely unaffected. If they fail, they fall prone on the spot.</p> <p>This effect lasts for a duration determined by the effectiveness score. Once it ends, the sludge will slowly revert to normal.</p>					
Effectiveness Score	10 to 19	20 to 29	30 to 39	40 or more	
Radius	10m	10m	15m	20m	
Duration	3 rounds	6 rounds	6 rounds	10 minutes	
<b>Chant</b>	<i>Gnomes, undines, make for me the finest cushion you will see</i>				
<b>Catalyst</b>	Water and earth				



# Spirit Wall

Spirit Art

Creation Spell (Fire, Water, Earth, Wind, Matter)

Difficulty

15

Create a wall corresponding to the desired element.

**Effect:** Creates a flat wall made of the desired element within **Area:** 20m Radius from the caster. It has a maximum height of 5m, maximum width of 10m, and maximum thickness of 50m. This wall cannot be created in such a way that it overlaps other objects, obstacles, or characters.

Before performing the spell use check, the caster should pick one attribute for the wall: fire, water, wind, or earth. The wall created is treated as a physical obstruction, blocking character movement and vision, melee attacks, ranged attacks, and spells that fire true entities such as Fireball and Firebolt.

The wall has **Life Force:** 50 and **Armor Score:** 10. If a melee or ranged attack is made against the wall, so long as its hit check is not a critical failure, it strikes the wall. For spells, this would mean failing the spell use check. If this wall receives damage from an attack, it accumulates wounds. When the wall's wounds reach its **Life Force:** 50, it is destroyed.

The wall will also have the following data depending on the chosen attribute:

## ① Fire Wall

Creates a wall of flame. Any character who touches the wall or makes a melee attack against it takes 2d6 + Shaman Level points of fire damage. This damage is treated as damage from a magic attack. If a character remains in contact with the flame wall, they take the same damage at the end of the round as well. A fire-attribute wall lasts for **Duration:** 6 Rounds, after which it vanishes.

## ② Water Wall

Creates a wall of water or ice. When the caster uses this spell, they can choose whether the wall is transparent or not. If they make it transparent, the wall does not obstruct vision. A water-attribute wall lasts for **Duration:** 6 Rounds, after which it vanishes.

## ③ Earth Wall

Creates a wall of earth or stone. An earth-attribute wall lasts for **Duration:** 10 Rounds, after which it crumbles and falls, vanishing.

## ④ Wind Wall

Creates a wall of wind or air. Because this wall is transparent, it doesn't obstruct vision. A wind-attribute wall lasts for **Duration:** 6 Rounds, after which it vanishes.

Chant

*Come out, you gnomes, it's time to build; let all this space with earth be filled;  
fear no wind and fear no waves—a solid wall keeps them at bay  
Ice Princess Atali, now, I call you, give this hero a dance, like the blowing  
flakes of snow through the air prance*

Catalyst

Kindling, sheet of ice, some water, a sheet of earth or stone



Darkness	Spirit Art	Control Spell (Darkness)	Difficulty	10	
Plunge an area into darkness.					
<p><b>Effect:</b> Plunges <b>Area:</b> Sphere with a Radius determined by the effectiveness score into Darkness. This must be centered on a point within <b>Range:</b> 30m. This Darkness allows no light to pass through it, whether magical or not. If someone peered inside from outside, they would see only a thick black haze.</p> <p>If the Darkness is normal, all characters within it take the -4 penalty for poor vision. Characters with Darkvision don't take this penalty. If the Darkness is magical, it cannot be seen through with Darkvision, and all characters instead take a -8 penalty for poor vision.</p> <p>This effect lasts for as long as the caster uses spell maintenance.</p>					
Effectiveness Score	10 to 14	15 to 19	20 to 24	25 to 29	30 or more
Radius	5m	10m	10m	15m	20m
Darkness	Normal	Normal	Magical darkness	Magical darkness	Magical darkness
Chant	O Titania, O my queen, grant me night, lend me a dream				
Catalyst	A play, a song, or a poem				

Tail Wind	Spirit Art	Control Spell (Wind)	Difficulty	5
Hasten the speed of a chosen target or vehicle.				
<p><b>Effect:</b> Hastens the speed of <b>Target:</b> 1 Vehicle within <b>Range:</b> Reach. The movement of the target and anyone walking alongside it within <b>Area:</b> 5m Radius is multiplied by 1.5</p> <p>This effect persists for a Duration determined by the effectiveness score.</p> <p>If the target passes a spell resistance check, this spell has no effect.</p>				
Effectiveness Score	5 to 9	10 to 19	20 to 29	30 or more
Duration	3 hours	6 hours	1 day	3 days
Chant	O sylphs, thou windy maidens fair, grant to me your kiss most rare—bless our ship with breezes fair			
Catalyst	Wind			



## Kindle

Spirit Art

Creation Spell  
(Fire)

Difficulty

5

**Rapidly heat an object and light a fire.**

**Effect:** Rapidly heats **Target:** 1 Object within **Range:** Reach. Heats up the entirety of an object of a size that the caster could fit their arms around, for bigger objects, the spell only heats part of it.

When the caster passes the spell use check for Kindle, they can continue heating the object for 6 rounds (3 minutes).

If the fuel burns easily, it ignites within seconds. Heat something for a minute, and even wet firewood will ignite. For objects that do not burn, the caster can heat the object until it's red-hot. Any character who holds the object and doesn't let go takes 1d6 + Shaman Level points of damage at the end of the round. This damage cannot be reduced by armor score. If the target passes a spell resistance check, the damage is halved after being calculated.

This spell targets a melee weapon or an arrow or bolt for a ranged weapon, then when an attack with it lands, it will deal the aforementioned damage. The melee weapon, arrow, or bolt loses this effect after 6 rounds. The one holding the sword or using the bolt or arrow will receive damage in the same way for as long as they hold the object.

**Chant**
*Dancing flame, salamander's fame. Grant us a share of the very same*
**Catalyst**

A phosphorous stone or limestone

## Stupor

Spirit Art

Control Spell  
(Water, Mind)

Difficulty

10

**Scatter liquor in the form of mist, muddling the judgment of others or putting them to sleep.**

**Effect:** Produce a liquor mist in a space within **Area:** Sphere with a Radius determined by the effectiveness score. It must be centered on a point within **Range:** 60m. Any characters in the mist, or any who enter into it, must make a strength resistance check with a target score of Stupor's spell use check score.

If a target passes this check, they take no effects. However, if they fail, they take a Penalty determined by the effectiveness score to all checks. If they fail and their strength check score is at least 4 less than Stupor's spell use check score, that character immediately falls asleep.

Sleeping characters cannot move or take any actions. They also cannot make any checks except for strength resistance checks. If a sleeping character receives damage or sharp stimulation to a sense other than their vision, they immediately wake up.

This effect lasts for as long as the caster uses spell maintenance.

Effectiveness Score	10 to 14	15 to 19	20 to 24	25 to 29	30 or more
Radius	5m	10m	15m	15m	20m
Penalty	-1	-2	-2	-3	-4

**Chant**
*Drink deep, sing loud, let the spirits lead you! Sing loud, step quick, and when to sleep they see you, may a jar of fire wine be in your dreams to greet you*
**Catalyst**

About 1 cup of liquor



<b>Tunnel</b>	Spirit Art	Creation Spell (Earth)	Difficulty <b>15</b>
<b>Open a hole in the ground or a stone wall to create a tunnel.</b>			
<p><b>Effect:</b> Create a tunnel that has a radius of no more than 2m and a length of no more than 50m at a point within <b>Range:</b> Touch. Tunnels can only be created in or under dirt or stone, whether ground or wall. This spell has no effect on wood or metal. If the tunnel runs into a space larger than the specified radius before it ends, the tunnel can only be created up to that point.</p> <p>The tunnel lasts for <b>Duration:</b> 10 Minutes, after which it reverts to normal. Anything inside the tunnel at this time will be buried.</p>			
<b>Chant</b>	<i>Come out, you gnomes, this job is fun; there's milk and cookies when you're done</i>		
<b>Catalyst</b>	A tree root, an earthworm, or a wedge		

<b>Banish</b>	Spirit Art	Control Spell (Fire, Water, Earth, Wind, Light, Darkness, etc.)	Difficulty <b>10</b>
<b>Return a summoned spirit to its original plane.</b>			
<p><b>Effect:</b> Return <b>Target:</b> 1 Spirit within <b>Range:</b> 60m to its original plane. This causes the target to vanish.</p> <p>If the target passes a spell resistance check, this spell has no effect.</p> <p>If the target is a spirit summoned by Control Spirit, then instead of making a spell resistance check, compare (p. 128) the spell use check score for Banish to the one for Control Spirit. If the Banish caster wins, the target returns to its original plane. But if the Banish caster loses, the target is treated as having passed its spell resistance check.</p> <p>This spell's attribute is the same as the target spirit's attribute.</p>			
<b>Chant</b>	<i>Horseshoe on the door, golden coin of dawn; hesitate no more, to whence you came begone</i>		
<b>Catalyst</b>	Kindling, clay, water, or wind		

<b>Power Ball</b>	Spirit Art	Attack Spell (Fire, Wind, Space)	Difficulty <b>20</b>
<b>Perform a hard-to-defend attack where you slam an invisible sphere of force into an enemy.</b>			
<p><b>Effect:</b> Fire an invisible bubble of force at <b>Target:</b> All with <b>Area:</b> 3m Radius centered on a point within <b>Range:</b> 30m. This is a magic attack. Targets take bludgeoning damage equal to Power Ball's spell use check's effectiveness score. This damage cannot be reduced by armor score.</p> <p>If a target passes a spell resistance check, that target takes no damage.</p>			
<b>Chant</b>	<i>Heavens rain their burning firestone, souls of dead do leave their whitest bone, two that from without the world are flown—take that, you fiend</i>		
<b>Catalyst</b>	Something originating in another world		



## Heat Wave

Spirit Art

Imbuement Spell  
(Fire, Wind)

Difficulty

10

Produce high heat to continuously damage nearby opponents.

**Effect:** Perform a magic attack dealing Power 1 points of fire/wind damage to **Target:** All within **Area:** 20m Radius from the caster. Of those targets, any within **Area:** 10m Radius from the caster take Power 2 points of damage. Any within **Area:** 5m Radius take Power 3 points of damage.

The damage from this spell is produced right after its spell use check, and again if the caster uses spell maintenance right after that check. However, each time the caster would need to make a spell maintenance check, regardless of whether it's a success or a failure, they suffer 1 point of fatigue. Thus, the caster does not need to use spell maintenance checks after the first one.

Targets within range resist each time they take damage from this spell. If a target passes its spell resistance check, the damage is halved before reducing it with armor score.

Effectiveness Score	10 to 19	20 to 29	30 or more
Power 1	1d6 + Shaman Level	2d6 + Shaman Level	3d6 + Shaman Level
Power 2	2d6 + Shaman Level	3d6 + Shaman Level	4d6 + Shaman Level
Power 3	3d6 + Shaman Level	4d6 + Shaman Level	5d6 + Shaman Level

**Chant** Winds bring fire, winds bring death, winds bring furious sylphic breath

**Catalyst** Sand or the wing of an insect or bird

## Firebolt

Spirit Art

Attack Spell (Fire)

Difficulty

5

Fire an arrow of flame.

**Effect:** Launch an arrow of flame at **Target:** 1 within **Range:** 100m, performing a magic attack that deals fire damage determined by the effectiveness score. If the target passes a spell resistance check, the damage is halved before reducing it with armor score.

Effectiveness Score	5 to 9	10 to 14	15 to 19	20 to 24	25 to 29	30 or more
Power	3d6 + Shaman Level	4d6 + Shaman Level	5d6 + Shaman Level	6d6 + Shaman Level	8d6 + Shaman Level	10d6 + Shaman Level

**Chant** Salamander, scatter flame; spark and shock to burn and maim

**Catalyst** Kindling



Fear		Spirit Art	Control Spell (Wind, Mind)	Difficulty	10
Create an illusion of a swarm of locusts to terrorize the battlefield.					
<b>Effect:</b> Create an illusion of a swarm of locusts to <b>Target:</b> All inside <b>Area:</b> Sphere of 10m Radius centered on a point within <b>Range:</b> 60m of the caster. For a Duration determined by the effectiveness score, this fear applies the described Effects. Effects granted by a higher effectiveness score stack with lower ones. If a target passes a spell resistance check, this spell has no effect on them. Even if an affected target moves outside the area, the spell's effects continue for its full duration.					
Effectiveness Score	10 to 14	15 to 19	20 to 29	30 or more	
Effects	Targets trip over their own feet out of fear and are unable to approach the caster.	Targets take a -2 penalty to all checks except resistance checks.	Targets will attempt to flee (p. 180). For the duration of the effect, they will attempt to get as far from the battlefield as possible.	Targets take a -2 penalty to all checks except resistance checks (for a total of a -4 penalty).	
Duration	1 round	3 rounds	6 rounds	10 minutes	
Chant	Pazuzu, Locust King, Son of the Sun, bring trembling and fear, on the wind you come				
Catalyst	A dead locust or another object that serves as a symbol of fear				



## Falling Control

Spirit Art

Imbuement Spell  
(Earth, Space)

Difficulty

10

Manipulate an object's falling speed. You can make it faster or slower.

**Effect:** Evenly manipulates the gravity on **Target:** All within **Area:** 10m Radius of the caster, allowing the caster to slow down or speed up their rate of descent. Refer to Effects and consult with the GM for the extent to which gravity can be manipulated.

When a target receives falling damage, this damage changes at the same ratio their falling rate does.

If the target passes a spell resistance check, this spell has no effect.

This spell can be used as a free action. When used immediately to save a target who is currently falling, use intelligence reflex as the basic score of the spell use check and take a -2 penalty on the final score.

This effect lasts for as long as the caster uses spell maintenance. Once affected, a target who leaves the spell's area will still receive its effects for its duration.

Effectiveness Score	10 to 19	20 to 29	30 or more
Effects	Decrease falling speed by up to half or accelerate it by up to 1.5x.	Decrease falling speed by down to 1/10 or accelerate it by up to 2x.	Completely stop falling speed or accelerate it by 3x. In these states, the target takes a -2 penalty to all checks except knowledge and resistance checks.

**Chant:** Come out, you gnomes, and let it go! Here it comes, look out below! Turn those buckets upside-down—empty all upon the ground!  
Come out, you gnomes, be gentle now! The bucket's here, but do not fear—softly set it on the ground

**Catalyst:** None

## Blizzard

Spirit Art

Attack Spell  
(Water, Wind)

Difficulty

20

Attack with a cone of ice and cold.

**Effect:** Perform a magic attack against **Target:** All inside **Area:** Cone of Max Length 20m and Max Base Radius 10m. The caster is its point of origin. This spell deals an amount of water/wind damage determined by the effectiveness score. Targets will also suffer the relevant Penalty to all checks except resistance checks for 3 rounds.

If the target passes a spell resistance check, the damage is halved before reducing it with armor score and they do not suffer any penalty.

Effectiveness Score	20 to 24	25 to 29	30 to 34	35 to 39	40 or more
Power	3d6 + 2 + Shaman Level	3d6 + 4 + Shaman Level	3d6 + 6 + Shaman Level	4d6 + 6 + Shaman Level	5d6 + 6 + Shaman Level
Penalty	-2	-2	-3	-3	-4

**Chant:** Beloved child of the snow, princess of ice. If it please your eyes, accept this one's statue as a gift

**Catalyst:** A piece of jewelry



Breathe		Spirit Art	Imbuement Spell (Water, Wind)	Difficulty	10
Maintain your breath and gain resistance to all negative effects from water.					
<p><b>Effect:</b> For a Duration determined by the effectiveness score, <b>Target:</b> 1 within <b>Range:</b> 30m can breathe underwater the same as if they were on land.</p> <p>The spell produces air around the target, so they can speak, but their voice will not be audible to anyone outside their reach.</p> <p>In addition, the target doesn't take water-attribute damage or effects, and they gain a +4 bonus to resistance checks against any negative effects to all things water-related, such as fatigue from rain or snow.</p> <p>If the target passes a spell resistance check, this spell has no effect.</p>					
Effectiveness Score	10 to 19	20 to 29	30 or more		
Duration	6 rounds	10 minutes	1 hour		
Chant	O Nymphs, I beseech you, overlook this tryst with the sylphs				
Catalyst	A bubbling liquid				

Bind		Spirit Art	Control Spell (Wind)	Difficulty	10
Grab hold of an opponent's feet to prevent them from moving.					
<p><b>Effect:</b> Binds the movements of legs, wings, etc. of <b>Target:</b> 1 within <b>Area:</b> 30m using a pixie who is one with the wind. The target is no longer able to move and suffers a -4 penalty on dodge checks.</p> <p>If the target passes a spell resistance check, this spell has no effect.</p> <p>This effect lasts for as long as the caster uses spell maintenance. However, if the target attempts to move, the caster must make a spell maintenance check. If the caster fails this check, Bind is dispelled.</p>					
Chant	Pixies, pixies, hurry, quickly! No sweets for you—I just need tricksies!				
Catalyst	The wing of an insect or bird				



## ITEM LIST

This section lists all the items, such as weapons and armor, that adventurers will need to face the malice and threats filling the Four-Cornered World, including daily expenses for things such as food and lodging, as well as their capabilities and value.

### ➤ ABOUT EQUIPMENT EFFECTS ◀

Weapons, armor, and shields are collectively referred to as *equipment*. Armor and shields are collectively referred to as *defensive equipment*. Equipment can have any of the various equipment effects listed in the following passages. Some will work to the character's advantage, while others will fetter them. When purchasing a piece of gear, be sure to look at its equipment effect, and not only at its basic information like hit modifier, power, dodge modifier, and armor score.

#### ● Massive

A massive weapon is very long and large, making it difficult to handle in confined spaces such as dungeons, caves, and indoor chambers. Because of this, rolling a 4 or below on a hit check with these weapons is considered a critical failure.

#### ● Cannot Parry

These weapons cannot be parried, due to being flexible like whips or because they are broken into several different parts. When dodging a close-combat attack from one of these weapons, you cannot add your bonus from Parry (p. 247).

#### ● Throwable

Equipment that is suitable for throwing. When throwing one of these weapons to make a ranged attack, you won't take the penalty from weapon throwing (p. 242).



### ● **Not Throwable**

Equipment that is not suited for throwing because of its weight or unique shape. Throwing this equipment will not deal any damage, or you will not be able to throw it at all.

### ● **Throwing Specialization (Power: X / Hit Modifier: Y / Range: Z)**

Equipment that's best put to use when thrown. When making a ranged attack by throwing this kind of equipment, its power, hit modifier, and range change to X, Y, and Z respectively.

### ● **Made for Throwing**

Equipment that was constructed solely for throwing. You can only use this equipment for ranged attacks. If you use it for a melee attack, it will either break immediately or become otherwise unusable.

### ● **Parry (+*n*)**

Equipment suited for parrying enemy attacks while dodging. If you have this sort of gear equipped, you can use Parry (p. 247) when dodging enemy attacks.

### ● **Strong Blow (SB): Slash (+*n*)**

Weapons with sharp blades specialized in slashing enemies. When you use such a weapon to make a slash-attribute attack, you can use Strong Blow: Slash (p. 248). It can be handy to mark down the bonus from Strong Blow: Slash in the weapon's effects column.

### ● **Strong Blow (SB): Bludgeon (+*n*)**

Weapons with heavy, solid portions that can deal powerful impacts to enemies. When you use such a weapon to make a bludgeoning-attribute attack, you can use Strong Blow: Bludgeon (p. 248). It can be handy to mark down the bonus from Strong Blow: Bludgeon in the weapon's effects column.

### ● **Pierce (+*n*)**

Weapons with sharp, pointed tips and high penetrative power. When using such a weapon to make a pierce-attribute attack, you can use Piercing Attack (p. 249).



### ● Slice

Weapons with highly polished, sharp blades that can cut through armor. When using such a weapon to make a slash-attribute attack, you can use Slice Attack (p. 249).

### ● Bind

Weapons with the ability to bind an enemy's movements by, for example, entangling their limbs. When using such a weapon to make a bludgeoning-attribute attack, you can use Binding Attack (p. 250).

### ● Rapid (-n)

Weapons specialized in quick firing. If you use Rapid Fire (p. 250), you can attack twice or more in one round.

### ● Consumes XX

Each time you attack with this weapon, it consumes 1 of the specified arrow, bolt, stone bullet, etc. This item must be packed inside its specialized storage item (such as a stone bullet pouch or quiver), and it must be written down in your possessions. If the consumed item is not packed into its storage item, you need to use a main action to take it out of your things. This would mean spending a round just to prepare your attack with the weapon.

If you don't possess any of the specified items or cannot otherwise consume one, you cannot attack with the weapon that needs it.

### ● Heavy (X/Y)

When wearing heavy equipment, it's easier to get worn out, and quicker movements will become more difficult. When wearing a piece of equipment with Heavy, if your strength endurance is less than X, you will suffer 2 points of fatigue instead of just 1 whenever checking off a spiked bubble in the attrition track. If your strength endurance is equal to or greater than Y, you can halve that piece of equipment's penalty to your dodge modifier and movement modifier.

### ● Slash Resistant

Protective equipment specialized in blocking blades. Halve damage from any slash-attribute attack after first reducing the damage by your armor score.



## ● Pierce Resistant

Protective equipment made to ward off sharp, pointed objects and not let them through. Halve damage from any pierce-attribute attack after first reducing the damage by your armor score.

# WEAPON LIST

This section lists all the normal weapons adventurers use. These weapons can be bought in any town that would have an Adventurers Guild.

- **Name:** The weapon's general name.
- **Type:** The weapon's type, determined by its form and usage method. There are nine weapon types: one-handed sword, two-handed sword, ax, spear, mace, staff, close-combat weapon, throwing weapon, and bow. These types are used for the skill Weapons: XX (p. 242). This section also specifies if a weapon is light or heavy.
- **Use:** Specifies whether the weapon is used in one hand or both. A character holding a single weapon in both hands cannot use a shield. Weapons that say *One or Both* can be used both one-handed and two-handed, and the weapon's hit modifier and power will differ depending on how it's wielded.
- **Attribute:** The attack attributes the weapon's user can choose from when using it. The three types of attack attributes are slash, pierce, and bludgeoning.

Slashing weapons are ones with blades that can sever body parts or inflict lacerations.

Piercing weapons are ones with sharp, pointed ends that can thrust, stab, and puncture enemies.

Bludgeoning weapons are heavy, solid instruments that can smash enemies and cause bruises.

- **Power:** The damage dealt to the enemy when an attack with the weapon lands.



- **Hit Mod:** The bonus or penalty applied to hit checks using the weapon.
- **Range:** The maximum distance at which the weapon can effectively strike an enemy. *Close* means within 5 meters.
- **Value (Silver):** The weapon's general price to purchase. This can vary by region. Value is given in silver coins. When selling an item, a character will usually get 1/3 of this value for it.
- **Effects:** The weapon's equipment effects. For more on equipment effects, see About Equipment Effects (p. 350). Some weapons have effects not listed here. Refer to their individual Effects descriptions for details on these.

#### ♦ About "Two-Handed" descriptions

When a weapon's use reads *One or Both*, it can be wielded one-handed or two-handed.

These weapons have different hit modifiers, power, and effects depending on whether a character holds it one-handed or two-handed. Because of this, their entries will list their one-handed information, then have their two-handed effect information written separately with the note *Two-Handed*.

When a player equips one of these weapons, they should write down the information for both one-handed and two-handed use.



# MELEE WEAPON LIST

## ONE-HANDED SWORDS

### Blunt Sword

One-Handed Sword / Light

Use	One-Handed	Attribute	Slash	Power	1d3+1
Hit Mod	-2	Range	Close	Value (Silver)	5
Effects	Throwable				
Has nicks in it, is covered with rust, and/or was poorly maintained. A rusty, blunt sword.					

### Dagger

One-Handed Sword / Light

Use	One Handed	Attribute	Slash/Pierce	Power	1d3+1
Hit Mod	None	Range	Close	Value (Silver)	10
Effects	Throwable				
A short blade for everyday use. Any youngster who has come of age will have one.					

### Jamadhar

One-Handed Sword / Light

Use	One-Handed	Attribute	Slash	Power	1d3+2
Hit Mod	-2	Range	Close	Value (Silver)	12
Effects	Not Throwable				
A sword built into a gauntlet meant for punching. Often mistaken for a katar.					

### Macuahuitl

One-Handed Sword / Light

Use	One-Handed	Attribute	Slash/ Bludgeoning	Power	1d6
Hit Mod	-2	Range	Close	Value (Silver)	10
Effects	Throwable, SB: Slash (+0), SB: Bludgeon (+0)				
A wooden sword embedded with obsidian blades. Mainly used in places without much ore available. Maintenance is easy, as you just swap the blades out.					



## Cutlass

One-Handed Sword / Light

Use	One-Handed	Attribute	Slash/Pierce	Power	1d6
Hit Mod	-2	Range	Close	Value (Silver)	15
Effects	Throwable, Parry (+0), SB: Slasn (+1)				
A sword with a curved, single-edged blade. Easy to swing around, making it suitable for use in closed areas and on boats. Favored by pirates, seamen, and cavalrymen.					

## Shortsword

One-Handed Sword / Light

Use	One-Handed	Attribute	Slash/Pierce/ Bludgeoning	Power	1d6
Hit Mod	-2	Range	Close	Value (Silver)	20
Effects	Throwable, Parry (+0), SB: Slasn (+0), Pierce (+1)				
Shorter than a longsword, but longer than a dagger. Carried by scoundrels, who brag that it's for their own protection.					

## Scimitar

One-Handed Sword / Light

Use	One-Handed	Attribute	Slash	Power	1d6+1
Hit Mod	-2	Range	Close	Value (Silver)	20
Effects	Throwable, Parry (+1), Slice				

A slender, curved sword used for a long time in the eastern deserts. Resembles half-moons and crescent moons. Also famous as one of the magic swords forged by a sage.

## Rapier

One-Handed Sword / Light

Use	One-Handed	Attribute	Pierce	Power	1d6+1
Hit Mod	-2	Range	Close	Value (Silver)	20
Effects	Pierce (+2)				

A slender sword for piercing through chain mail and armor while using the guard or a shortsword to defend. A favorite of duelists.



**Broadsword****One-Handed Sword / Light**

Use	One-Handed	Attribute	Slash/ Bludgeoning	Power	1d6+3
Hit Mod	−2	Range	Close	Value (Silver)	30
Effects	Throwable, Parry (+0), SB: Slasn (+1), SB: Bludgeon (+0)				
A longer sword with a wide blade. Beloved by both sorcerers and warrior-heroes alike.					

**Saber****One-Handed Sword / Light**

Use	One-Handed	Attribute	Slash	Power	1d6+3
Hit Mod	-2	Range	Close	Value (Silver)	25
Effects	Throwable, Parry (+1), Slice				
A slender sword with a single edge made to be wielded from horseback. Used by soldiers and cavalymen. There are many magical ones that glow with light.					

**Longsword****One-Handed Sword / Heavy**

Use	One- or Two-Handed	Attribute	Slash/Pierce/ Bludgeoning	Power	1d6+2 (Two-Handed: 2d6+2)
Hit Mod	-4 (Two-Handed: -2)	Range	Close	Value (Silver)	50
Effects	Throwable, Parry (+0), SB: Slash (+1) Two-Handed: Parry (+1), SB: Slash (+2), SB: Bludgeon(+0), Pierce (+1)				

A common sword, and a universal weapon that a wielder can not only use to slash, but also grip the blade to thrust or swing it up in reverse and use the pommel for a bludgeoning attack. Truly being able to use one requires a high degree of mastery.

## TWO-HANDED SWORDS

**Terbutje****Two-Handed Sword / Heavy**

Use	Two-Handed	Attribute	Slash	Power	1d6+2
Hit Mod	None	Range	Close	Value (Silver)	30
Effects	SB: Slash (+1)				
A wooden sword, like the macuahuitl, with shark teeth embedded in it instead of blades. Used on the southern islands. Its power is remarkable.					



**Eastern Saber****Two-Handed Sword / Heavy**

<b>Use</b>	Two-Handed	<b>Attribute</b>	Slash	<b>Power</b>	2d6
<b>Hit Mod</b>	None	<b>Range</b>	Close	<b>Value (Silver)</b>	45
<b>Effects</b>	Parry (+1), Slice				

A blade forged in the distant east. Frail compared with western swords; those that bend but don't break are valued. One particular blade in ancient times is said to have been able to make several thrusts in a single instant.

**Bastard Sword****Two-Handed Sword / Heavy**

<b>Use</b>	One- or Two-Handed	<b>Attribute</b>	Slash/Pierce/ Bludgeoning	<b>Power</b>	1d6+4 (Two-Handed: 2d6+3)
<b>Hit Mod</b>	-6 (Two-Handed: -2)	<b>Range</b>	Close	<b>Value (Silver)</b>	65
<b>Effects</b>	SB: Slash (+0) Two-Handed: Parry (+0), SB: Slash (+1), SB: Bludgeon (+0), Pierce (+1)				

A one-handed sword with a hilt made longer to raise its stabbing and slashing potency. This gives it a unique sense of balance, making it best for sword veterans.

**Estoc****Two-Handed Sword / Heavy**

<b>Use</b>	Two-Handed	<b>Attribute</b>	Pierce	<b>Power</b>	2d6+2
<b>Hit Mod</b>	-2	<b>Range</b>	Close	<b>Value (Silver)</b>	45
<b>Effects</b>	Massive, Pierce (+2)				

A longsword shaped like a cone, made for piercing gaps in armor and chain mail. Cheap and good for mass production, these were used almost as throwaways.

**Flamberge****Two-Handed Sword / Heavy**

<b>Use</b>	Two-Handed	<b>Attribute</b>	Slash/Pierce	<b>Power</b>	2d6+4
<b>Hit Mod</b>	-2	<b>Range</b>	Close	<b>Value (Silver)</b>	100
<b>Effects</b>	Massive, Parry (+1), SB: Slash (+2), Pierce (+1), Slice				

A sword with a double-edged blade with a rippling, flame-like shape. Wounds from it aren't easy to recover from; this sword is deadly on the battlefield.



## Greatsword

Two-Handed Sword / Heavy

Use	Two-Handed	Attribute	Slash/Pierce/ Bludgeoning	Power	2d6+4
Hit Mod	-2	Range	Close	Value (Silver)	85
Effects	Massive, Parry (+0), SB: Slash (+3), SB: Bludgeon (+1), Pierce (+1)				
Essentially a big hunk of metal. A weapon for breaking spear lines and opening up pathways on the battlefield.					

## AXES

## Blunt Ax

Ax / Light

Use	One-Handed	Attribute	Slash	Power	1d3+1
Hit Mod	-2	Range	Close	Value (Silver)	5
Effects	Throwable				
A worn-out ax that is practically just a metal scrap. Actually inflicts more pain than normal weapons.					

## Hatchet

Ax / Light

Use	One-Handed	Attribute	Slash	Power	1d3
Hit Mod	None	Range	Close	Value (Silver)	15
Effects	Throwing Specialization (Power: 1d3+2 / Hit Modifier: +2 / Range: 20m)				
An ax with a single, thick edge used for farmwork. Works well enough killing humans, too, not just animals.					

## Hand Ax

Ax / Light

Use	One-Handed	Attribute	Slash/ Bludgeoning	Power	1d3+2
Hit Mod	None	Range	Close	Value (Silver)	15
Effects	Throwable				

An ax that can be wielded in one hand—meant for working. You can change how sharp both of its edges are to better fit the hardness of whatever tree you’re cutting down.



## Tomahawk

Ax / Light

Use	One-Handed	Attribute	Slash	Power	1d3+2
Hit Mod	None	Range	Close	Value (Silver)	30
Effects	Throwing Specialization (Power: 1d6+2 / Hit Modifier: +2 / Range: 20m), SB: Slash (+0)				
An ax made for throwing. Since it whirls in midair, throwing it underhand will cause the handle to strike instead.					

## Battle-Ax

Ax / Heavy

Use	One- or Two-Handed	Attribute	Slash/ Bludgeoning	Power	1d6+1 (Two-Handed: 1d6+4)
Hit Mod	-4 (Two-Handed: None)	Range	Close	Value (Silver)	35
Effects	Throwable, SB: Slash (+1), SB: Bludgeon (+0) Two-Handed: SB: Slash (+2), SB: Bludgeon (+1)				
An ax made for combat. Able to kill enemies by striking at their helmets and cleaving through them like firewood, it is a crude but reliable weapon.					

## Great Ax

Ax / Heavy

Use	Two-Handed	Attribute	Slash/ Bludgeoning	Power	1d6+6
Hit Mod	-2	Range	Close	Value (Silver)	40
Effects	Massive, SB: Slash (+2), SB: Bludgeon (+2)				
An even bigger version of the battle-ax with a longer handle. Stories claim they're used for clearing out pirates and seafaring shock troops.					

## Halberd

Ax / Heavy

Use	Two-Handed	Attribute	Slash/Pierce	Power	3d6
Hit Mod	-4	Range	Close	Value (Silver)	60
Effects	Massive, Not Throwable, Parry (+1), SB: Slash (+2), Pierce (+1)				
A large combination of an ax, a spear, and a hook. Versatile, but heavy and hard to master.					



## SPEARS

### Blunt Spear

 **Spear / Light** 

Use	One-Handed	Attribute	Pierce	Power	1d3+1
Hit Mod	-2	Range	Close	Value (Silver)	5
Effects	Throwable				

A piece of wood with a sharpened tip or a rusted point. Used for traps and occasionally slaying vampires.

### Javelin

 **Spear / Light** 

Use	One-Handed	Attribute	Pierce	Power	1d3+1
Hit Mod	-2	Range	Close	Value (Silver)	20
Effects	Throwing Specialization (Power: 1d3+3 / Hit Modifier: None / Range: 20m)				

A spear made for throwing. The image of spear-wielding armies defeating giant enemies is a symbol of the common man.

### Short Spear

 **Spear / Light** 

Use	One-Handed	Attribute	Pierce	Power	1d6
Hit Mod	None	Range	Close	Value (Silver)	15
Effects	Throwable, Pierce (+1)				

A spear with a shortened haft to make it easier to swing around. Harpoons fall into this category.

### Spear

 **Spear / Light** 

Use	One- or Two-Handed	Attribute	Pierce	Power	1d6 (Two-Handed: 1d6+3)
Hit Mod	-4 (Two-Handed: None)	Range	Close	Value (Silver)	30
Effects	Throwable, Pierce (+1) Two-Handed: Parry (+0), Pierce (+1)				

A spear about the length of a person. Handy for taking into caves and easy for beginners to get used to.



**Pilum**

Spear / Heavy

Use	One- or Two-Handed	Attribute	Pierce/ Bludgeoning	Power	1d6+1 (Two Handed: 1d6+4)
Hit Mod	-4 (Two-Handed: None)	Range	Close	Value (Silver)	55
Effects	Throwable, Pierce (+1), SB: Bludgeon (+0) Two-Handed: Parry (+1), Pierce (+1), SB: Bludgeon (+1)				

A throwing spear with a finer, needlelike point. Hard to remove once stuck, it lowers the enemy's mobility.

**Pitchfork**

Spear / Heavy

Use	Two-Handed	Attribute	Pierce/ Bludgeoning	Power	2d6-1
Hit Mod	-2	Range	Close	Value (Silver)	15
Effects	Massive, Pierce (+1)				
A rake for farming work. Used for carrying hay and for riots. The idea that demons carry them to fling people into fire is a superstition. They set fire to the people directly.					

**Trident**

Spear / Heavy

Use	Two-Handed	Attribute	Pierce/ Bludgeoning	Power	3d6 2
Hit Mod	-2	Range	Close	Value (Silver)	35
Effects	Massive, Pierce (+1)				
A three-pronged harpoon used for catching fish. Many gladiators carry one along with a net.					

**Long Spear**

Spear / Heavy

Use	Two-Handed	Attribute	Pierce/ Bludgeoning	Power	3d6
Hit Mod	−4	Range	Close	Value (Silver)	55
Effects	Massive, Not Throwable, Pierce (+2)				
A spear about twice the length of a person. Used for making spear lines and swinging down with the handle to intercept enemy troops.					



**Glaive**

Spear / Heavy

Use	Two-Handed	Attribute	Slash/Pierce/ Bludgeoning	Power	2d6+4
Hit Mod	−4	Range	Close	Value (Silver)	70
Effects	Massive, Not Throwable, Parry (+1), SB: Slash (+3), Slice				

A spear whose tip has been made into a flat blade. Similar to a sickle. Because all you have to do is tie a knife to the end of a stick to make a rudimentary one, many fledgling adventurers carry them.

**Pike**

Spear / Heavy

Use	Two-Handed	Attribute	Pierce/ Bludgeoning	Power	3d6+2
Hit Mod	-6	Range	Close	Value (Silver)	40
Effects	Massive, Not Throwable, SB: Bludgeon (+0), Pierce (+2)				
A more refined version of the long spear. Favored by mercenaries, who wield them to protect allied bowmen and mages from the enemy.					

**MACES****Blackjack**

Mace / Light

Use	One-Handed	Attribute	Bludgeoning	Power	1d3
Hit Mod	None	Range	Close	Value (Silver)	5
Effects	Not Throwable, Cannot Parry, SB: Bludgeon (+0)				
A blunt weapon made from a long, thin pouch filled with sand, pebbles, or coins. Many carry them concealed for fights or assassinations.					

**Club**

Mace / Light

Use	One-Handed	Attribute	Bludgeoning	Power	1d3+1
Hit Mod	-2	Range	Close	Value (Silver)	6
Effects	SB: Bludgeon (+0)				
A bone or some wood for swinging around in one hand. One of the symbols of the common man. Also used to kill vampires and beings from other planes.					



## Mace

Mace / Light

Use	One	Attribute	Bludgeoning	Power	1d6
Hit Mod	+1	Range	Close	Value (Silver)	20
Effects	Throwable, SB: Bludgeon (+0)				

A club with stone or metal affixed to one end of the handle. Many clergymen wield them, insisting that it's okay because maces aren't blades.

## Pickax

Mace / Light

Use	One-Handed	Attribute	Bludgeoning	Power	1d6
Hit Mod	+1	Range	Close	Value (Silver)	20
Effects	Throwable, Pierce (+1)				
A claw-shaped weapon with sharpened edges used for mining work. They can shatter stone, so skulls are no issue.					

## Heavy Mace

Mace / Heavy

Use	One-Handed	Attribute	Bludgeoning	Power	1d6+2
Hit Mod	+1	Range	Close	Value (Silver)	30
Effects	Throwable, SB: Bludgeon (+1)				
A mace with a blade attached to it, making it very obviously a tool of combat.					

## Morning Star

Mace / Heavy

Use	One-Handed	Attribute	Bludgeoning	Power	2d6-1
Hit Mod	-4	Range	Close	Value (Silver)	25
Effects	Cannot Parry, SB: Bludgeon (+1)				

An intimidating metal ball with countless spines adorning it. Made to resemble the morning star. Some wave them as a form of greet'ng.



**War Pick**

Mace / Heavy

Use	Two-Handed	Attribute	Bludgeoning	Power	1d6+4
Hit Mod	+1	Range	Close	Value (Silver)	55
Effects	Pierce (+2)				
A pickax made all the more vicious in order to beat helmets in with just one strike.					

**War Hammer**

Mace / Heavy

Use	Two-Handed	Attribute	Bludgeoning	Power	2d6
Hit Mod	+1	Range	Close	Value (Silver)	40
Effects	Massive, SB: Bludgeon (+2)				
A sledgehammer made for combat. A symbol of friendship between dwarves and humans, wielded even during the ancient wars					

**Maul**

Mace / Heavy

Use	Two-Handed	Attribute	Bludgeoning	Power	3d6
Hit Mod	+1	Range	Close	Value (Silver)	90
Effects	Massive, Not Throwable, SB: Bludgeon (+4)				
A metal club with a spike instead of a blade. Many firmly believe the superstition that one hit can deal a fatal wound to an opponent.					

---

**STAVES**


---

**Sling Staff (when used as a staff for melee attacks)**

Staff / Light

Use	Two-Handed	Attribute	Bludgeoning	Power	1d3+1
Hit Mod	+1	Range	Close	Value (Silver)	30
Effects	None				
A staff with a string for hurling stones attached to its forked end. Easy for beginners to use.					



**Garnet Staff**

Staff / Light

Use	Two-Handed	Attribute	Bludgeoning	Power	1d3+1
Hit Mod	+1	Range	Close	Value (Silver)	50
Effects	Parry (+1) Gain a +1 bonus to spell use checks for words of true power.				
A staff with a garnet embedded in the tip. Frequently given to pupil sorcerers by their masters as proof of becoming full-fledged.					

**Priest's Staff**

Staff / Light

Use	Two-Handed	Attribute	Bludgeoning	Power	1d3+1
Hit Mod	+1	Range	Close	Value (Silver)	50
Effects	Parry (+1) Gain a +1 bonus to spell use checks for miracles.				
A staff held by clergy. More a symbol that one is a priest than a weapon.					

**Crosier**

Staff / Light

Use	Two-Handed	Attribute	Bludgeoning	Power	1d3+1
Hit Mod	+1	Range	Close	Value (Silver)	180
Effects	Parry (+1) Gain a +2 bonus to spell use checks for miracles.				
A staff for clergy in higher positions. Said to be similar to a shepherd's staff.					

**Quarterstaff**

Staff / Light

Use	Two-Handed	Attribute	Bludgeoning	Power	1d3+2
Hit Mod	+1	Range	Close	Value (Silver)	18
Effects	Parry (+1)				
A perfectly ordinary stick. In the hands of a master, it becomes a deadly weapon.					



**Nunchaku**

Staff / Light

Use	Two-Handed	Attribute	Bludgeoning	Power	1d6+1
Hit Mod	-2	Range	Close	Value (Silver)	20
Effects	Not Throwable, Cannot Parry, SB: Bludgeon (+0)				
Sticks made of oak tied together by rope or chains. Can pull off an extreme variety of attacks.					

**Battle Rod**

Staff / Light

Use	Two-Handed	Attribute	Bludgeoning	Power	1d6+4
Hit Mod	+2	Range	Close	Value (Silver)	60
Effects	Parry (+1), SB: Bludgeon (+2)				
A stick used by beggars to drive away stray dogs, refined for use in martial arts. Doesn't look like a weapon at first.					

**Flail**

Staff / Heavy

Use	Two-Handed	Attribute	Bludgeoning	Power	1d6+2
Hit Mod	-2	Range	Close	Value (Silver)	30
Effects	Not Throwable, Cannot Parry, SB: Bludgeon (+1)				

A weapon consisting of a long handle whose tip is attached to an iron ball or club via chains or ropes. Used frequently by the clergy. Three-section staffs are favored by entertainers.

**Iron Rod**

Staff / Heavy

Use	Two-Handed	Attribute	Bludgeoning	Power	2d6+2
Hit Mod	+2	Range	Close	Value (Silver)	80
Effects	Massive, Parry (+1), SB: Bludgeon (+3)				
An iron rod. Devouts skilled in martial arts frequently carry them, but many gentlemen also disguise them as walking canes.					



## Whip

Staff / Light

Use	Two-Handed	Attribute	Bludgeoning	Power	1d6-1
Hit Mod	-4	Range	Close	Value (Silver)	10
Effects	Not Throwable, Cannot Parry, SB: Bludgeon (+0), Bind				
Made of leather rope or chains. Used for weapons, taming, intimacy, punishment, and for grabbing and swinging. Many adventurers bring one into ruins.					

## Vampire Killer

Staff / Light

Use	Two-Handed	Attribute	Bludgeoning	Power	2d6
Hit Mod	−4	Range	Close	Value (Silver)	145
Effects	Not Throwable, Cannot Parry, SB: Bludgeon (+1), Bind When this weapon lands an attack against an undead target, its power becomes 4d6.				
A holy whip that has buried many a vampire. Its authenticity is debated, and there are many theories as to its history, but its power cannot be denied.					

## ◀ CLOSE-COMBAT WEAPONS ▶

## Barehanded Attack

Close-Combat / Light

Use	One- or Two-Handed	Attribute	Bludgeoning	Power	1d3 (Two-Handed: 1d3+2)
Hit Mod	None (Two-Handed: None)	Range	Close	Value (Silver)	-
Effects	Not Throwable				

Takes many forms depending on the race and history, but in general, this involves attacking with a physical extremity of some sort.

## Bandages

Close-Combat / Light

Use	One- or Two-Handed	Attribute	Bludgeoning	Power	1d3 (Two-Handed: 1d3+3)
Hit Mod	+2 (Two-Handed: +2)	Range	Close	Value (Silver)	18
Effects	Not Throwable Two-Handed: SB: Bludgeon (+0)				

Cloth that guards the fists and increases their gripping ability. Just waiting for fists of fury.



**Cloth**

Close-Combat / Light

Use	One-Handed	Attribute	Bludgeoning	Power	1d3+1
Hit Mod	None	Range	Close	Value (Silver)	10
Effects	Not Throwable				
In the hands of a master, even cloth can be used as a club or spear to attack.					

**Tonfa**

Close-Combat / Light

Use	One-Handed	Attribute	Bludgeoning	Power	1d3+2
Hit Mod	+2	Range	Close	Value (Silver)	25
Effects	Parry (+0), SB: Bludgeon (+0)				
A club held in the hand by a crosspiece. It protects the forearms, and the user can get more blunt force by rotating it in their palms. Guards are known to use these.					

**Bagh Nakh**

Close-Combat / Light

Use	One- or Two-Handed	Attribute	Slash/Pierce	Power	1d3+2 (Two-Handed: 1d6+1)
Hit Mod	+2 (Two-Handed: None)	Range	Close	Value (Silver)	30
Effects	Not Throwable, Parry (+0), SB: Slash (+0) Two-Handed: Parry (+1), SB: Slash (+1), Pierce (+1)				

Hooked claws gripped and swung, or metal claws that extend from gauntlets. They say one can kill bears with them, but that's never been verified.

**Umbrella**

Close-Combat / Light

Use	One Handed	Attribute	Pierce/ Bludgeoning	Power	1d6
Hit Mod	None	Range	Close	Value (Silver)	20
Effects	Parry (+2), SB: Bludgeon (+0), Pierce (+1)				
In the hands of a master, even an umbrella can transform into a weapon as strong as a sword.					



## Sabbatons

Close-Combat / Light

Use	Special	Attribute	Bludgeoning	Power	1d6
Hit Mod	-2	Range	Close	Value (Silver)	25
Effects	Not Throwable, SB: Bludgeon (+1), Dodge Modifier -1, Movement Modifier -4 This weapon is equipped to both legs, so a character can still equip other weapons and/or a shield in both hands or hold a light source. However, a character may only attack with either the sabbatons or the weapon(s) in their hands—not both.				

Shoes reinforced with metal. At first, they don't seem like weapons, making them easy to wear around as long as you're not a member of the upper class.

## Cestus

Close-Combat / Light

Use	One- or Two-Handed	Attribute	Slash/Pierce	Power	1d6 (Two-Handed: 2d6)
Hit Mod	+2 (Two-Handed: None)	Range	Close	Value (Silver)	55
Effects	Not Throwable, Parry (+0), SB: Slash (+1) Two-Handed: Parry (+1), SB: Slash (+2), Pierce (+1)				

Ring-shaped metal worn over the fists. Some ruffians carry them hidden, claiming that they're paperweights.

## Iron Fist

Close-Combat / Light

Use	Two-Handed	Attribute	Bludgeoning	Power	2d6+2
Hit Mod	+2	Range	Close	Value (Silver)	70
Effects	Not Throwable, Parry (+0), SB: Bludgeon (+1)				

Gauntlets specialized for melee combat. Some even equip one as a prosthetic arm to replace a lost limb.



# RANGED WEAPON LIST

## THROWING WEAPONS

### Stone

Throwing / Light:

Use	One-Handed	Attribute	Bludgeoning	Power	1d3
Hit Mod	None	Range	10m	Value (Silver)	-
Effects	Made for Throwing This weapon is lost when used. This data is for a suitable stone found somewhere outdoors. The GM may opt to change its power or hit modifier depending on the stone's size or shape.				
A stone small enough to be gripped in the palm. One of the symbols of the common man.					

### Dart

Throwing / Light:

Use	One-Handed	Attribute	Pierce	Power	1d3
Hit Mod	None	Range	10m	Value (Silver)	3
Effects	Made for Throwing This weapon is lost when used.				
Small hand darts made for throwing. Also used for target practice for entertainment. Of course, sometimes those targets are people.					

### Bola

Throwing / Light:

Use	One-Handed	Attribute	Bludgeoning	Power	1d3+1
Hit Mod	-2	Range	20m	Value (Silver)	15
Effects	Made for Throwing, Bind A character hurls this to entangle an enemy, losing it in the process. It can be retrieved after combat.				
A rope with a weight attached to either side. Also a tool for hunting, wherein one uses it to snare the legs of their prey.					



## Boomerang

Throwing / Light

Use	One-Handed	Attribute	Bludgeoning	Power	1d3+1
Hit Mod	None	Range	30m	Value (Silver)	15
Effects	Made for Throwing, SB: Bludgeon (+0) As long as a hit check with this weapon is not a critical failure, it will return to the user's hands if the enemy dodges it. If an attack with it lands, it falls to the ground but can be retrieved later				
A throwing stick that revolves as it flies. It'll come back to one's hands if they miss, but it'll fall to the ground if it hits.					

## Sling

Throwing / Light

Use	One-Handed	Attribute	Bludgeoning	Power	1d3+1
Hit Mod	+2	Range	30m	Value (Silver)	1
Effects	<p>Made for Throwing, Rapid Fire (-4)</p> <p>This weapon consumes suitable stones or stone bullets.</p> <p>* Suitable stones can be collected freely before an adventure. If the adventure is ongoing, consult the GM.</p> <p>To pick them up in combat, use a main action to collect 1d6-1 (+ bonus from Lucky) suitable stones and put them in your stone bullet pouch. If you don't have a stone bullet pouch, they will go into your possessions.</p> <p>* 10 stone bullets can be purchased for 2 silver coins total.</p>				
<p>A bit of cord with a pouch. You can hurl things by passing a finger through the loop on one edge, wrapping the pouch around a stone, swinging the sling forward, and releasing it. It's far more powerful than just throwing a stone.</p>					

## Throwing Dagger

Throwing / Light

Use	One-Handed	Attribute	Slash/Pierce	Power	1d3+2
Hit Mod	None	Range	20m	Value (Silver)	20
Effects	Made for Throwing, Pierce (+1)				
Daggers designed for throwing. The ones used for street perform ng rotate in midair, making it easier to hit targets. The ones used for combat are believed to be unavoidable when tossed by a master.					

## Chakram

Throwing / Light

Use	One-Handed	Attribute	Slash	Power	1d3+2
Hit Mod	+2	Range	20m	Value (Silver)	25
Effects	Made for Throwing, Slice				
A thin metal blade shaped like a ring. Some believe them to be a symbol of power. The wielder uses their fingertips to rotate and hurl them, ripping enemies to shreds.					



## Mambele

Throwing / Light

Use	One-Handed	Attribute	Slash/Pierce	Power	1d6
Hit Mod	+4	Range	20m	Value (Silver)	40
Effects	Made for Throwing, SB: Slash (+1), Pierce (+1), Slice				
A throwing knife with a vicious shape that branches in several places. Similar to shurikens from the east.					

## Sling Staff (when used as a ranged weapon for firing stones)

Throwing / Light

Use	Two-Handed	Attribute	Bludgeoning	Power	1d6+1
Hit Mod	+2	Range	60m	Value (Silver)	30
Effects	<p>Made for Throwing, SB: Bludgeon (+2), Rapid Fire (−4)</p> <p>This weapon consumes suitable stones or stone bullets.</p> <p>* Suitable stones can be collected freely before an adventure. If the adventure is ongoing, consult the GM.</p> <p>To pick them up in combat, use a main action to collect 1d6−1 (+ bonus from Luck) suitable stones and put them in your stone bullet pouch. If you don't have a stone bullet pouch, they will go into your possessions.</p> <p>* 10 stone bullets can be purchased for 2 silver coins total.</p>				
A staff with a string for hurling stones attached to its forked end. Easy for beginners to use.					

## Flying Guillotine

Throwing / Heavy

Use	Two-Handed	Attribute	Slash/ Bludgeoning	Power	1d6+4
Hit Mod	−2	Range	20m	Value (Silver)	70
Effects	Made for Throwing, Cannot Be Parried, SB: Slash (+2), Slice, Bind After use, the character must spend a main action to yank the chain and return the weapon to their hand before they can use it again. However, if they have learned Encumbered Action at Expert or higher, they can get it back with a free action instead.				
A scarlet-painted cage attached to a chain. A brutal assassination weapon, it howls when thrown, then beheads any who get caught inside it.					



## BOWS

### Short Bow

Bow / Light

Use	Two-Handed	Attribute	Pierce	Power	1d6
Hit Mod	None	Range	60m	Value (Silver)	40
Effects	Pierce (+1), Rapid Fire (-4) Consumes arrows on use. * 10 arrows can be purchased for 5 silver coins total.				

A small bow with a weaker pull. Used for hunting and also given to children as toys. They're easy to carry, so in some nations, calvary units wield them.

### Dart Gun

Bow / Light

Use	One-Handed	Attribute	Pierce	Power	1d6
Hit Mod	+4	Range	60m	Value (Silver)	50
Effects	Pierce (+1) Consumes darts on use. * 1 dart can be purchased for 3 silver coins.				

A spring-loaded weapon that fires darts. Favored by those in the rougher parts of cities

### Crossbow

Bow / Heavy

Use	Two-Handed	Attribute	Pierce	Power	1d6+3
Hit Mod	+2	Range	60m	Value (Silver)	40
Effects	Pierce (+1) Consumes bolts on use. * 10 bolts can be purchased for 10 silver coins total.				

A bow with a crosspiece fixed to a handle, its string is wound with a spring. Even amateurs can achieve a lot of power with crossbows, but they take time to fully draw back.



## Longbow

Bow / Heavy

Use	Two-Handed	Attribute	Pierce	Power	2d6
Hit Mod	None	Range	120m	Value (Silver)	115
Effects	Massive, Pierce (+1), Rap d Fire (-4) Consumes arrows on use. * 10 arrows can be purchased for 5 silver coins total.				
A normal-sized bow. It has greater power and range because of its tautness and the combination of materials used in its construction. Used by many, from hunters to rangers to military bowmen.					

## Heavy Bow

Bow / Heavy

Use	Two-Handed	Attribute	Pierce	Power	2d6+2
Hit Mod	-2	Range	120m	Value (Silver)	125
Effects	Massive, Pierce (+2), Rap'd Fire (-8) Consumes arrows on use. * 10 arrows can be purchased for 5 silver coins total.				
An even larger bow with a stronger string. Only experts with excellent physical prowess can fully handle one—that goes double for those on horseback.					

## Arbalest

Bow / Heavy

Use	Two-Handed	Attribute	Pierce	Power	2d6+4
Hit Mod	+2	Range	120m	Value (Silver)	110
Effects	Not Throwable, Pierce (+2) Consumes bolts on use. * 10 bolts can be purchased for 10 silver coins total.				
A large crossbow. Originally meant for use in war, not adventuring, normal people can't handle them. Carrying more than one around is all but impossible.					

## Hand Cannon

Bow / Heavy

Use	Two-Handed	Attribute	Bludgeoning	Power	3d6
Hit Mod	+4	Range	60m	Value (Silver)	630
Effects	Massive, Not Throwable Consumes black powder and bullets on use. * 10 pinches of black powder can be purchased for 200 silver coins total, while 10 bullets can be purchased for 20 silver coins total.				
A portable cannon made by dwarves. Unlike revolvers, these can't be concealed, so adventurers are permitted to own them. Show-offs like to compete for how big a cannonball they can fire. Hand cannons have a limit to their use as weapons. They're sometimes given magical wards against arrows. Civilians cannot use these.					



## DEFENSIVE EQUIPMENT LIST

This section lists all the basic defensive equipment adventurers use. Defensive equipment includes both armor and shields. Each item has different stats.

This defensive gear can be purchased in any town that would have an Adventurers Guild.

## ARMOR LIST

This section lists the data for armor.

- Name:** The armor's general name.
- Type:** The type of armor, based on things like its materials or form. The three types of armor are cloth armor, light armor, and heavy armor. The armor's main material is listed in parentheses following its type. These types correspond to the skill Armor: XX (p. 243). This section also lists if an item is light (for armor that doesn't weigh much) or heavy (for armor that does).
- Armor Score:** How much a character can reduce the damage they take when this armor is equipped.
- Dodge Mod:** The bonus or penalty a character receives to their dodge checks when this armor is equipped.
- Move Mod:** The penalty a character receives to their movement speed when this armor is equipped. The movement modifier's maximum value is 0 (no modifier). Excluding special effects from things like spells, an armor's movement modifier will never be a positive integer.
- Stealth:** How stealthy the armor is, described in three stages: good, normal, and poor. The less conspicuous its design and the less noise



its materials make, the higher its stealthiness. If this is *good*, a character won't take a penalty on stealth checks. However, they will take  $-4$  on *normal* and  $-8$  on *poor*.

•**Value (Silver):** The armor's general purchase price. This can vary by region. The value is expressed in silver coins. When selling an item, a character will generally get  $1/3$  of this value for it.

•**Effects:** The armor's equipment effects. For more on equipment effects, see About Equipment Effects (p. 350). Some types of armor have effects not listed there. Refer to their individual Effects descriptions for details on these.

## ◀ CLOTH ARMOR ▶

### Robe

Cloth Armor (Cloth) / Light

<b>Armor Score</b>	1	<b>Dodge Mod</b>	-1	<b>Move Mod</b>	None	<b>Stealth</b>	Normal
<b>Value (Silver)</b>	12	<b>Effects</b>	None				

An extremely common robe. Used to protect one from the elements.

### Cloth Armor

Cloth Armor (Cloth) / Light

<b>Armor Score</b>	1	<b>Dodge Mod</b>	None	<b>Move Mod</b>	-2	<b>Stealth</b>	Good
<b>Value (Silver)</b>	15	<b>Effects</b>	None				

Armor made of several layers of thick cloth that can be used as gear for foot soldiers.

### Traveler's Mantle

Cloth Armor (Cloth) / Light

<b>Armor Score</b>	2	<b>Dodge Mod</b>	-1	<b>Move Mod</b>	None	<b>Stealth</b>	Normal
<b>Value (Silver)</b>	25	<b>Effects</b>	None				

Light clothing designed for travelers. Because an adventurer who later became famous wore this when setting out, many new adventurers wear one out of superstition.



## Padded Armor

Cloth Armor (Cloth) / Light

Armor Score	2	Dodge Mod	None	Move Mod	None	Stealth	Normal
Value (Silver)	30	Effects	None				

Cloth armor with cotton padding. It resembles a vest and is used as civilian clothes for knights.

## Priest's Robes

Cloth Armor (Cloth) / Light

Armor Score	1	Dodge Mod	-1	Move Mod	None	Stealth	Normal
Value (Silver)	25	Effects	If the wearer has at least 1 level in priest or dragon priest, this armor's armor score becomes 2.				

Clothing worn by the clergy. Generally comes in immaculate white, black, or gray so that stains won't show. Many women who serve the Valkyrie wear these robes under their armor, and many dragon priests decorate the robes with skins and feathers to wear into battle.

## Bishop's Robes

Cloth Armor (Cloth) / Light

Armor Score	2	Dodge Mod	-1	Move Mod	-4	Stealth	Poor
Value (Silver)	80	Effects	If the wearer has at least 5 levels in priest or dragon priest, this armor's armor score becomes 4.				

Clothing worn by clergy in higher positions. They're mostly more extravagant than priest's robes. Dressing pretty is part of the clergy's job.

# » LIGHT ARMOR «

## Ranger's Coat

Light Armor (Cloth) / Light

Armor Score	2	Dodge Mod	None	Move Mod	None	Stealth	Good
Value (Silver)	35	Effects	If the wearer has at least 1 level in ranger, they gain a +2 bonus to stealth checks.				

Clothing of mainly deep, dark greens and browns for blending in with forest verdure and with shadows on uninhabited mountains. Some give it a mottled pattern, saying it's more effective, but others detest the lack of visual appeal.



## Hunter's Coat

Light Armor (Leather) / Light

Armor Score	2	Dodge Mod	None	Move Mod	None	Stealth	Normal
Value (Silver)	40	Effects	If the wearer has at least 1 level in ranger, they gain a +1 bonus to dodge checks.				

A thick coat frequently used for moving around in broad areas. Many include a scarf around the mouth to keep blood from getting in. The latest fad is to wear it with a tricorne hat to complete the ensemble.

## Leather Armor

Light Armor (Leather) / Light

Armor Score	2	Dodge Mod	None	Move Mod	None	Stealth	Normal
Value (Silver)	30	Effects	None				

Beast leather boiled in oil, then sewn together into armor. It's light, sturdy, and depending on its finishing touches, you may not even be able to tell it's leather.

## Hard Leather Armor

Light Armor (Leather) / Light

Armor Score	3	Dodge Mod	-2	Move Mod	None	Stealth	Normal
Value (Silver)	40	Effects	Heavy (5/8)				

Leather armor made even sturdier by boiling it in oil for longer. This also makes it heavier.

## Breastplate

Light Armor (Metal) / Light

Armor Score	3	Dodge Mod	None	Move Mod	-4	Stealth	Normal
Value (Silver)	85	Effects	Heavy (6/10), Slash Resistant				

Sectional armor. This light piece of armor only covers the chest region and is favored by knights. Inexpensive and fashionable, many adventurers purchase it.

## Bikini Armor

Light Armor (Metal) / Light

Armor Score	3	Dodge Mod	-1	Move Mod	-2	Stealth	Normal
Value (Silver)	150	Effects	Heavy (4/8). +2 to Negotiate: Tempt. If the wearer has at least 1 level in priest (Valkyrie), they gain a +2 bonus to negotiation checks.				

A breastplate and lower-region armor that can barely be called that. Some ensembles include shoulder pads, but this armor is essentially underwear. Many women and female followers of the Valkyrie wear it, but since it's standard fare for gladiator-slaves, it wasn't actually made to be worn by females only.



## Studded Leather Armor

Light Armor (Leather) / Light

Armor Score	4	Dodge Mod	-2	Move Mod	-4	Stealth	Normal
Value (Silver)	60	Effects	Heavy (6/10)				

Hard, boiled leather armor made even stronger by pounding metal studs into it. This also makes it even heavier.

## HEAVY ARMOR

### Chain Mail

Heavy Armor (Metal) / Heavy

Armor Score	4	Dodge Mod	-2	Move Mod	-6	Stealth	Poor
Value (Silver)	85	Effects	Heavy (8/14), Slash Resistant				

Armor made of connected metal chain links. Said to be generally weak to thrusts, but is more than enough to stop a goblin's blade.

### Scale Armor

Heavy Armor (Metal) / Heavy

Armor Score	4	Dodge Mod	-2	Move Mod	-4	Stealth	Poor
Value (Silver)	120	Effects	Heavy (6/12), Slash Resistant				

Armor made of scale-shaped pieces of metal or leather that were sewn onto a cloth base. Some say you can use real scales after going dragon-slaying, but most "dragon scale armor" going around the markets are fakes meant to scam new adventurers.

### Splint Armor

Heavy Armor (Metal) / Heavy

Armor Score	4	Dodge Mod	-2	Move Mod	-2	Stealth	Poor
Value (Silver)	135	Effects	Heavy (6/10)				

Almost identical to scale armor. It's called splint armor when it uses leather armor or chain mail underneath instead of cloth.

### Lamellar Armor

Heavy Armor (Metal) / Heavy

Armor Score	5	Dodge Mod	-2	Move Mod	-4	Stealth	Normal
Value (Silver)	195	Effects	Heavy (7/12), Slash Resistant				

A type of scale armor, but with the scales combined into a sheet rather than attached to cloth underneath. Doesn't weigh much for the defense it provides, but the advanced technology used in creating it makes it more expensive. Another problem is how it falls to pieces if a connecting joint is destroyed.



**Brigandine**

Heavy Armor (Metal) / Heavy

<b>Armor Score</b>	6	<b>Dodge Mod</b>	2	<b>Move Mod</b>	-4	<b>Stealth</b>	Normal
<b>Value (Silver)</b>	270	<b>Effects</b>	Heavy (7/14), Slash Resistant				

A thick piece of overclothing tied to a thin sheet of metal. The reverse of scale armor, but looks good and has even higher defense, making it popular with soldiers and knights.

**Plate Armor**

Heavy Armor (Metal) / Heavy

<b>Armor Score</b>	7	<b>Dodge Mod</b>	-4	<b>Move Mod</b>	-10	<b>Stealth</b>	Poor
<b>Value (Silver)</b>	460	<b>Effects</b>	Heavy (9/16), Slash Resistant, Pierce Resistant				

Many metal sheets combined to form armor. Imposing and sturdy, it is very heavy and not suited for being on foot during combat. Still, it's said that a knight of incredible talent can easily do a somersault while wearing it.

**Fluted Armor**

Heavy Armor (Metal) / Heavy

<b>Armor Score</b>	7	<b>Dodge Mod</b>	-4	<b>Move Mod</b>	-6	<b>Stealth</b>	Poor
<b>Value (Silver)</b>	600	<b>Effects</b>	Heavy (7/12), Slash Resistant, Pierce Resistant				

Plate armor made thinner by giving it a wavy structure that imparts additional defense. Top-of-the-line armor.

**SHIELD LIST**

This section lists the data for shields in general use.

- Name:** The shield's general name.
- Type:** The type of shield, based on things like its materials or form. The two types of shield are small shield and large shield. Its main component is listed in parentheses following the type. Additionally, this section will state if a shield is light (for shields that don't weigh much) or heavy (for shields that do).
- Block Mod:** The bonus a character receives to their block checks when this shield is equipped.



•**Block Score:** The bonus to armor score given for passing a block check using this shield. Shows how much extra damage you can reduce by catching an enemy's attack on your shield.

•**Stealth:** How stealthy the shield is, described in three stages: good, normal, and poor. The less conspicuous its design and the less noise its materials make, the higher its stealthiness goes. If this is *good*, a character won't take a penalty on stealth checks. However, they will take -4 on *normal* and a -8 on *poor*.

•**Value (Silver):** The shield's general purchase price. This can vary by region. Value is given in silver coins. When selling an item, a character will generally get 1/3 of this value for it.

•**Effects:** The shield's equipment effects. For more on equipment effects, see About Equipment Effects (p. 350). Some shields have effects not listed there. Refer to their individual Effects descriptions for details on these.

## SMALL SHIELDS

### Gauntlet

Small Shield (Metal) / Light

Block Mod	+2	Block Score	+1	Stealth	Good	Value (Silver)	13
Effects	Not Throwable Treated as proper equipment for monks, who can add their monk level to block checks.						
A crude but sturdy gauntlet. Some purposely equip one for use in melee combat.							

### Buckler

Small Shield (Wood) / Light

Block Mod	+3	Block Score	+2	Stealth	Good	Value (Silver)	25
Effects	Parry (+1)						
A small shield that covers the hand. More frequently used for parrying than defense.							



## Round Shield

Small Shield (Wood) / Light

Block Mod	+4	Block Score	+3	Stealth	Normal	Value (Silver)	35
Effects	None						

A circular shield made of leather stretched around a wooden plank. Its popularity means it tends to be recommended for those unsure of what shield to get. Some also use it for throwing. There was even one person who, during the Age of Mythology, swung one around on a chain.

## Targe

Small Shield (Wood or Leather) / Light

Block Mod	+5	Block Score	+3	Stealth	Normal	Value (Silver)	40
Effects	Parry (+1)						
A small shield that hangs from a knight's armor as an auxiliary form of defense. It's perfectly usable when held, too.							

## Lantern Shield

Small Shield (Wood or Metal) / Light

Block Mod	+3	Block Score	+3	Stealth	Poor	Value (Silver)	85
Effects	Not Throwable, Parry (+1) Can be used as a weapon with the data below. It houses a lantern, so it can also be used as lighting.						
A shield with a lantern inside for keeping watch at night. Its shutter allows the user to control how much light it gives off, but it's both heavy and fragile as far as shields go.							

## Lantern Shield (when used as a weapon)

One-Handed Sword / Light

Use	One	Attribute	Slash/Pierce	Power	1d6
Hit Mod	-4	Range	Close	Value (Silver)	-
Effects	Not Throwable, Pierce (+1), Slice				



## LARGE SHIELDS

### Spiked Shield

Large Shield (Wood or Metal) / Heavy

Block Mod	+4	Block Score	+3	Stealth	Poor	Value (Silver)	45
Effects	Can be used as a weapon with the data below.						
A shield with spikes on it. As cheap of a trick as it looks, it's prominent for its intimidation factor in hand-to-hand combat. It's a formidable weapon in its own right.							

### Spiked Shield (when used as a weapon)

Mace / Heavy

Use	One	Attribute	Pierce/ Bludgeoning	Power	1d6+1
Hit Mod	4	Range	Close	Value (Silver)	-
Effects	SB: Bludgeon (+2), Pierce (+1)				

### Kite Shield

Large Shield (Wood or Metal) / Heavy

Block Mod	+4	Block Score	+4	Stealth	Poor	Value (Silver)	50
Effects	Parry While Riding (+1)						
A large shield used mainly by knights on horseback. Shaped like a longer triangle, it can protect down to the feet when mounted.							

### Heater Shield

Large Shield (Wood or Metal) / Heavy

Block Mod	+5	Block Score	+4	Stealth	Poor	Value (Silver)	70
Effects	Parry While Riding (+2)						
A more refined kite shield. Made smaller and more efficient with advances in armor, it became better for swinging around on foot in close-quarters combat and sturdier.							



## Tower Shield

Large Shield (Wood or Metal) / Heavy

Block Mod	+5	Block Score	+5	Stealth	Poor	Value (Silver)	80
Effects	None						
A large shield used by frontline foot soldiers and the like. Aptly referred to as a portable wall, it's used to form a line, then pressure and push back enemies.							

## Pavis

Large Shield (Wood) / Heavy

Block Mod	None	Block Score	+6	Stealth	Poor	Value (Silver)	100
Effects	<p>Not Throwable</p> <p>A pavis can be set up on the ground using a main action. Hiding behind it prevents enemies from seeing you. If the pavis takes 20 or more points of damage at once, it will fall over and become useless. A character can use a main action to pick a fallen pavis back up. This shield cannot be used for shield attacks.</p>						
<p>A large shield meant to be set up on the ground, it is fixed with stakes to serve as a screen. Used mainly to create a simple defensive position for bowmen and mages to guard against arrows and the like.</p>							

## MAGICAL EQUIPMENT

There exist more powerful magical weapons. Protective equipment may sometimes be magical as well.

### → ACQUIRING MAGICAL EQUIPMENT ←

As far as the general public knows, the technology to produce magical weapons and armor has been lost. The only way to acquire such equipment is to discover pieces during a ruins exploration, steal pieces from someone who already has them, or miraculously be the first customer to spot a piece in a shop.

When a PC tries to purchase a magical weapon or piece of protective gear, the GM may decide what kinds of weapons and armor stores may possess based on the place and situation. Alternatively, they may also roll 2d6 to decide if there are any. In the case of the latter, an 8 or



more means a store has a piece of magical equipment; a town needs 10 or more; and a small town on the frontier would need 12 or more. The GM should take the situation into account and modify these values as needed.

## ➤ MAGICAL WEAPONS ➤

Weapons that have been strengthened with magic gain a bonus to their hit modifier and power. Any attack made with a magical weapon is also considered a magic attack.

Any weapon except Barehanded and Stone can be magical. This is expressed as Magic [Weapon Name] +*n*, where *n* is the weapon's bonus to hit modifier and power.

The value of a magical weapon, in terms of normal commodities, is 5 times the base value plus 100 silver coins for +1; 10 times the base value plus 1,000 for +2; and 30 times the base value plus 10,000 for +3.

### ✦ Example of a magical weapon

Magic Shortsword +1				One-Handed Sword / Light	
Use	One-Handed	Attribute	Slash/Pierce/Bludgeoning	Power	1d6+1
Hit Mod	-1	Range	Close	Value (Silver)	200
Effects	Throwable, Parry (+0), SB: Slash (+0), Pierce (+1)				

## ➤ MAGICAL ARMOR ➤

Armor that has been strengthened with magic gains a bonus to its dodge modifier and armor score.

Any armor can be magical. This is expressed as Magic [Armor Name] +*n*, where *n* is the armor's bonus to dodge modifier and armor score.

The value of a piece of magical armor, in terms of normal commodities, is 5 times the base value plus 100 silver coins for +1; 10 times the base value plus 1,000 for +2; and 30 times the base value plus 10,000 for +3.



### ◆ Example of magical armor

Magic Studded Leather Armor +2				Light Armor (Leather) / Light			
Armor Score	6	Dodge Mod	0	Move Mod	-4	Stealth	Normal
Value (Silver)	1,600	Effects	Heavy (6/10)				

## ✧MAGICAL SHIELDS✧

A shield that has been strengthened with magic gains a bonus to its block modifier and block score.

Any shield can be magical. This is expressed as Magic [Shield Name] +*n*, where *n* is the shield's bonus to block modifier and block score. There is no bonus to shield attacks. The value of a magical shield, in terms of normal commodities, is 5 times the base value plus 100 silver coins for +1; 10 times the base value plus 1,000 for +2; and 30 times the base value plus 10,000 for +3.

### ◆ Example of a magical shield

Magic Buckler +1				Small Shield (Wood) / Light			
Block Mod	+4	Block Score	+3	Stealth	Good	Value (Silver)	225
Effects	Parry (+1)						

## ADVENTURING ITEMS

This section lists nonequipment items, such as tools and medicines, that can help in many different stages of an adventure.

•**Name:** The item's general name.

•**Value (Silver Coins):** The item's general purchase price. This can vary by region. Value is given in silver coins. When selling an item, in most cases, a character will get 1/3 of this value for it.



•**Description:** A description of the item. When possessing the item affects movement speed, it will be listed here.

## ➤ADVENTURING TOOLS◀

**Name:** Adventuring Tools      **Value (Silver Coins):** 30

**Description:** A set of items made for adventurers that includes 10 meters of rope with a hook on the end, 10 wedges, a small hammer, a tinderbox, a rucksack, a water bag, portable rations, chalk, a small knife, and 6 torches. One set of adventuring tools is already written in the Possessions section of your Adventure Sheet.

## ➤CLASS AND SKILL ITEMS◀

**Name:** Lockpicking Tools      **Value (Silver Coins):** 25

**Description:** A set of small tools for opening locks with Handiwork (p. 241).

**Name:** Makeup Box      **Value (Silver Coins):** 25

**Description:** A set of tools for putting on makeup. Can also be used for disguises.

**Name:** Cooking Utensils      **Value (Silver Coins):** 5

**Description:** A set of items for Cooking (p. 275) that includes things like a small camping saucepan, a frying pan, eating utensils, and cups.

**Name:** First-Aid Supplies      **Value (Silver Coins):** 2

**Description:** A set of tools for patching up injuries that includes things like bandages and fluid for washing wounds. Using First Aid (p. 239) consumes one set of first-aid supplies each time.

**Name:** Trapping Tools      **Value (Silver Coins):** 20 coins for 5 sets

**Description:** A set of materials and tools for placing traps. A character can set a trap with Handiwork (p. 241), but it consumes one set of trapping tools each time.



### **Name: Crafting Tools      Value (Silver Coins): 20**

**Description:** A set of simple, portable tools for using with Artisan: XX (p. 270). Characters must buy separate ones depending on their craft, such as smithing tools or leatherworking tools. For more involved, full-blown crafting, a character needs more than that—they need facilities as well, such as a kiln or furnace.

### **Name: Words of True Power Spell Focus      Value (Silver Coins): 50 / 500 / 5,000**

**Description:** An item or items used when casting words of true power spells. Sorcerers use whatever they personally like, such as a staff, cards, an accessory, or gemstones. However, a focus is not required to use words of true power.

A character who possesses a focus gains a bonus to spell use checks for words of true power.

A focus's value differs depending on its bonus and is 50 silver coins for +1, 500 for +2, and 5,000 for +3.

Only one focus can be used for spell use checks, even if the character possesses more than one.

### **Name: Holy Symbol      Value (Silver Coins): 50**

**Description:** A talisman engraved with a holy seal of the gods that can be worn around the neck, tied to a belt, or simply stowed in a pocket. They aren't needed to use miracles. A character who possesses a holy symbol gains a +1 to spell use checks on miracles.

### **Name: Dragon Priest's Catalyst Pouch      Value (Silver Coins): 30**

**Description:** A pouch containing catalysts that dragon priests need to use ancestral dragon arts. Possessing one is considered the bare minimum requirement for using ancestral dragon arts. A dragon priest's catalyst pouch applies a -2 penalty to movement speed.

### **Name: Shaman's Bag      Value (Silver Coins): 30**

**Description:** A bag filled with the catalysts that shamans need to use spirit arts. Possessing one is considered the bare minimum requirement for using spirit arts. A shaman's bag applies a -2 penalty to movement speed.



### **Name: High-Quality Catalysts      Value (Silver Coins): 10**

**Description:** High-quality catalysts for casting spells. When a character purchases one, they must specify the name of the spell the catalyst is for, such as *Enchant Weapon High-Quality Catalyst*. Some spells may also require the character to specify the catalyst's attribute. See the specific spell description for more information.

A character gains a +1 bonus to a spell use check when casting the specified spell by using this catalyst. Once used, whether or not the spell activates successfully, the catalyst is lost.

## **→ AMMUNITION ←**

### **Name: Stone Bullet      Value (Silver Coins): 2 coins for 10 bullets**

**Description:** Rounded stones used for slings and sling staves. When a character uses a stone bullet for a ranged attack, they gain a +1 bonus to their hit check. If they have a stone bullet pouch, they can store up to 10 stone bullets inside and carry it with them.

### **Name: Stone Bullet Pouch      Value (Silver Coins): 3**

**Description:** Can store 10 hand-sized stones or stone bullets. If a character doesn't have a stone bullet pouch, they'll need to use a main action each time they want to take out a stone bullet to use for a ranged attack with their sling or sling staff. A stone bullet pouch applies a -2 penalty to movement speed.

### **Name: Arrow      Value (Silver Coins): 5 coins for 10 arrows**

**Description:** Arrows used for short bows, longbows, and heavy bows. With a quiver, a character can store up to 10 arrows and carry it with them.

### **Name: Bolt      Value (Silver Coins): 10 coins for 10 bolts**

**Description:** Short, thick bolts used for crossbows and arbalests. A character can walk around with up to 10 in one possessions slot.



**Name: Quiver**      **Value (Silver Coins): 3**

**Description:** Can store either 10 arrows or 10 bolts. If a character doesn't have a quiver, they'll need to use a main action each time they want to take out an arrow or bolt to use for a ranged attack. A quiver applies a -2 penalty to movement speed.

**Name: Bullet**      **Value (Silver Coins): 20 coins for 10 bullets**

**Description:** Lead bullets used with hand cannons. With a gunpowder bag, a character can store up to 10 bullets and carry it with them.

**Name: Black Powder**      **Value (Silver Coins): 200 coins for 10 pinches**

**Description:** Explosive black powder used for firing bullets from hand cannons. With a gunpowder bag, a character can store up to 10 pinches of black powder and carry it with them.

**Name: Gunpowder Bag**      **Value (Silver Coins): 12**

**Description:** A small, waterproof bag a character can use to store 10 bullets alongside 10 pinches of black powder. If a character doesn't have a gunpowder bag, they'll need to use a main action to take out a bullet and some black powder each time they want to make a ranged attack. A gunpowder bag applies a -4 penalty to movement speed.

**Name: Dart Belt**      **Value (Silver Coins): 6**

**Description:** Can store 5 darts. If a character doesn't have a dart bag, they'll need to use a main action to take out a dart each time they want to throw one or make a ranged attack using a dart gun. A dart belt applies a -2 penalty to movement speed.

---

## ✧LIGHTING TOOLS✧

---

A character can use a lighting tool while it's held in one hand. Someone carrying a lighting tool cannot use any weapons with Use: Both. They also cannot use a one-handed weapon and shield at the same time while holding a lighting tool.



For letting go of a lighting tool in combat, see leaving lighting sources on the ground, etc. (p. 180).

**Name: Torch**      **Value (Silver Coins): 1 coin for 6 torches**

**Description:** Illuminates a 15m radius. One torch will burn for two hours. It can also be used as a weapon with the data below.

Torch					
Use	One	Attribute	Bludgeoning	Power	1d3
Hit Mod	-1	Range	Close	Value (Silver)	-
Effects	None				

**Name: Candle**      **Value (Silver Coins): 1 coin for 12 candles**

**Description:** Illuminates a 5m radius. A candle will burn for one hour. A faint breeze will blow it out, making it unsuited for use outdoors or when swift action is called for.

**Name: Lantern**      **Value (Silver Coins): 30**

**Description:** Illuminates a 20m radius. Made of metal, a lantern is hard to break, and a character can control the light coming out by opening and closing its shutter. If water enters around the shutter, the light will go out, but they're made to stay burning in medium rainfall.

**Name: Glass Lantern**      **Value (Silver Coins): 60**

**Description:** Illuminates a 15m radius. This lantern is made from a thick glass window embedded within a metal frame, and a character can control the light coming out by opening and closing the shutter over the window. Water will never get through because of the glass, but if dropped, roll 1d6. If it's 2 or less, the glass lantern breaks.

**Name: Lamp**      **Value (Silver Coins): 50**

**Description:** Illuminates a 20m radius. Because it's covered in glass, wind won't generally blow it out. Lamps are also made to be very rain resistant. However, if dropped, roll 1d6. If it's 4 or less, the lamp breaks.



**Name: Oil      Value (Silver Coins): 1 coin for 1 bottle**

**Description:** Oil used for lighting lanterns and lamps. One bottle can maintain a flame for 12 hours.

**Name: Tinderbox      Value (Silver Coins): 5**

**Description:** A set of tools for starting a fire, including a steel striker, flint, and slow matches. A character can use these to start a fire in 10 minutes.

## CLOTHING

**Name: Pouch Set      Value (Silver Coins): 1**

**Description:** A set of three small bags that can be used for many purposes. In most cases, adventurers will use them to separate and carry the things they collect during their adventures.

**Name: Sack      Value (Silver Coins): 1**

**Description:** A durable hempen sack. Can hold quite a bit. Some adventurers carry one as a spare bag to transport things they find on their adventures.

**Name: Belt Pouch      Value (Silver Coins): 5**

**Description:** A pouch with a cord for stringing through a belt loop.

**Name: Water Bag      Value (Silver Coins): 2**

**Description:** A bag that can store about five large mugs' worth of water, alcohol, or other liquid. It's made to be waterproof, so it'll never absorb water from the outside or leak.

**Name: Rucksack      Value (Silver Coins): 10**

**Description:** A large cotton bag with drawstrings that open and close the pockets, plus straps for wearing it over one's back. Has significant volume. In most cases, an adventurer can fit everything they need for an adventure in a rucksack.



## CAMPING TOOLS

**Name:** Blanket      **Value (Silver Coins):** 5

**Description:** A warm and durable blanket. A blanket applies a -2 penalty to movement speed.

**Name:** Tent      **Value (Silver Coins):** 25

**Description:** A tent for four. Made to be lightweight and easy to carry. A tent applies a -4 penalty to movement speed.

**Name:** Bedroll      **Value (Silver Coins):** 1 / 10

**Description:** A bedroll for one. A normal one costs 1 silver coin, while a winter one costs 10. A bedroll applies a -2 penalty to movement speed.

## OTHER TOOLS

**Name:** Shovel      **Value (Silver Coins):** 18

**Description:** A tool consisting of a metal spade and a wooden handle, made for digging into the ground. It can be used as a weapon with the following data.

### Shovel

Mace / Light

Use	Both	Attribute	Bludgeoning	Power	1d3+2
Hit Mod	-2	Range	Close	Value (Silver)	-
Effects	SB: Bludgeon (+0)				

**Name:** Rope      **Value (Silver Coins):** 5 coins for 10 meters

**Description:** Durable rope made of hemp.

**Name:** Hammer      **Value (Silver Coins):** 5

**Description:** A small wooden hammer used mainly for driving in wedges.



**Name: Wedge**      **Value (Silver Coins): 2 coins for 10 wedges**

**Description:** Metal wedges. Can be used for many things, such as keeping doors from closing or as footholds when pounded into gaps in rock, but a character would need to use a hammer to drive one in.

**Name: Hand Mirror**      **Value (Silver Coins): 30**

**Description:** A hand mirror made of polished metal. Portable and hard to break.

**Name: Writing Tools**      **Value (Silver Coins): 10**

**Description:** A set of writing tools that includes a feather pen, ink, and chalk. Ink can be purchased separately for 3 silver coins a bottle.

**Name: Parchment**      **Value (Silver Coins): 1 coin for 1 sheet**

**Description:** Sheepskin processed to be written or drawn on. Durable, but bulky and heavy.

**Name: Papyrus**      **Value (Silver Coins): 2 coins for 10 sheets**

**Description:** Paper made from a plant. Light, not bulky, and easy to write on, but easily ripped or destroyed.

**Name: Gas Mask**      **Value (Silver Coins): 100**

**Description:** A mask with a filter on the nose and mouth to prevent the wearer from inhaling any poison present in the air. Wearing one allows the character to ignore any present airborne poison with a total check score of 19 or less and breathe normally. While in use, a gas mask applies a -2 penalty to movement speed.

**Name: Musical Instrument**      **Value (Silver Coins): Varies**

**Description:** A tool used for playing music. There are many types, such as the violin (300 silver coins), the drum (60), the flute (30), the horn (50), and the lute (350). A musical instrument applies a -2 penalty to movement speed.



**Name: Tear Bomb      Value (Silver Coins): 10**

**Description:** Treated as a throwing weapon with a hit modifier of -2 and a range of 10m. If it hits, the target will cry uncontrollably for 2 rounds and suffer the -4 penalty for poor vision (p. 164).

**Name: Smoke Bomb      Value (Silver Coins): 10**

**Description:** Can be lit and thrown to scatter smoke around where it lands. This completely blocks vision in Area: Sphere of 10m Radius. This smoke lasts for 2 rounds with wind and 5 rounds without.

**Name: Hooked Rope      Value (Silver Coins): 7 coins for 10 meters**

**Description:** Rope with a hook attached to the end.

**Name: Odor Eraser      Value (Silver Coins): 15**

**Description:** A bag containing strongly smelling plants or animal glue. Fools the senses of smell of those in an area, applying a -2 penalty to scent-based tracking or searching. This effect lingers for 3 days.

**Name: Normal Clothes      Value (Silver Coins): 2 or more**

**Description:** Includes hats, shirts, vests, underwear, nightwear, swimwear, rainwear, handkerchiefs, and shoes. Their prices vary based on tailoring and materials, but an outfit for a regular person consisting of a hat, a shirt, a vest, underwear, and shoes is about 15 silver coins.

**Name: Gambeson      Value (Silver Coins): 30**

**Description:** Durable, cotton-stuffed clothing that reduces impacts, worn underneath armor to just barely stop a blade from getting all the way through.

**Name: Arming Doublet      Value (Silver Coins): 120**

**Description:** A gambeson with rivets and metal parts sewn onto it. If an arming doublet is worn underneath armor, it grants a +2 bonus to armor score but applies a -4 penalty to movement speed.



**Name: Cold Weather Gear**      **Value (Silver Coins): 10**

**Description:** Wearing cold weather gear grants a +2 bonus to strength resistance checks made against cold. However, when worn with armor, it applies a -2 penalty to movement speed.

**Name: Fine Clothing**      **Value (Silver Coins): 100**

**Description:** Formal, inoffensive clothing worn by those with authority, such as nobles and merchant lords. A character wearing cheap clothing may be avoided by those in high standing, which would apply a -6 penalty to negotiation checks.

**Name: Mantle**      **Value (Silver Coins): 10**

**Description:** A cloak to protect the wearer from wind, rain, cold, and harsh sunlight. Wearing one gives the character a +1 bonus to strength resistance checks against these things. However, when worn with armor, it applies a -2 penalty to movement speed.

**Name: 10-Foot Stick**      **Value (Silver Coins): 1**

**Description:** A ten-foot-long stick. Can be used to poke and prod at walls and floors to confirm the presence of traps.

## ❖VEHICLES❖

**Name: Warhorse**      **Value (Silver Coins): 400**

**Description:** A horse trained for military use. Trained to remain calm during loud noises and to not flee easily even when monsters approach. One character can ride a warhorse. While riding, their movement speed is 45.

**Name: Horse**      **Value (Silver Coins): 80**

**Description:** A regular horse. Will be startled by loud noises and will flee when it encounters monsters. One character can ride a horse. While riding, their movement speed is 30.

**Name: Donkey**      **Value (Silver Coins): 10**

**Description:** Mainly used for carrying luggage. One character can ride a donkey. While riding, their movement speed is 15.



**Name:** Cart      **Value (Silver Coins):** 100 or more

**Description:** A large horse-drawn cart. One character rides the horse. The vehicle's movement speed is 15. A carriage with a covering is 200 silver coins.

## ➤ LODGING, FOOD, ETC. ◀

**Name:** Lodging      **Value (Silver Coins):** 2 or more

**Description:** The cost for a room at an inn depends on the type of room and its level of comfort.

Everyone sleeping huddled together in a big room is 2 silver coins per person. A four-person room with bunks is 5 silver coins per person (or 20 total for the room). A one-person room is 8 silver coins. At a fancy inn, it could be up to 20 silver coins for one person. This payment doesn't include food or usage of cleaning facilities.

Normal inns don't have baths; characters can only take hot or cold water and use it to wipe themselves off. Some inns may also allow those who ask to bathe at a well. In either case, the fee for using such a service costs 1 to 2 silver coins. If the inn does have a bath, characters can bathe for 3 to 5 silver coins.

**Name:** Meal      **Value (Silver Coins):** 1 or more coins for 1 meal

**Description:** A basic meal consisting of vegetables, a meat stew, and bread. If a character eats a meal and gets enough rest, they can recover 3 points from their attrition track (p. 30).

**Name:** Rations      **Value (Silver Coins):** 2 coins for 1 meal

**Description:** Dried and hardened food made to keep for about three months. Generally eaten after soaking with water, since it's a little hard as is. Rations allow characters to eat meals even on the road.

**Name:** Ration (1 Day's Set)      **Value (Silver Coins):** 5

**Description:** A set of three meals' worth of rations.



**Name:** Alcohol      **Value (Silver Coins):** 1 or more coins for 1 mug's worth

**Description:** Comes in many forms. Ale is 1 silver coin, beer is 2, wine is 2, and spirits are 3.

**Name:** Set of Seasonings      **Value (Silver Coins):** 5

**Description:** A set of spices for cooking, including things like salt, fish sauce, and bean sauce.

**Name:** Spices      **Value (Silver Coins):** 3 or more coins for 1 pouch

**Description:** One pouch of a spice, such as pepper, cayenne pepper, nutmeg, or prickly ash pepper. One pouch holds about 500g of the spice. The price of spices varies greatly depending on season, region, and how much exists in the warehouses.

**Name:** Cheese      **Value (Silver Coins):** 10 coins for 1 chunk

**Description:** A quarter of a cheese wheel with a 15cm radius.

**Name:** Dried Fruit      **Value (Silver Coins):** 5 coins for 1 bag

**Description:** Fruit dried out so that it will keep for longer. One bag holds about 1kg.

**Name:** Salted Meat      **Value (Silver Coins):** 3 or more coins for 1 chunk

**Description:** Meat covered in salt to keep for longer.

## ➤ MEDICINES ➤

**Name:** Antibiotic Ointment      **Value (Silver Coins):** 10

**Description:** A spreadable medicine for preventing wounds from getting infected. 1 bottle can be used 5 times. When used for a first aid check, it grants a +2 bonus.

**Name:** Healing Potion      **Value (Silver Coins):** 10

**Description:** A magical potion that instantly heals the wounds of the one who drinks it. It subtracts 2d6 from the character's wound count.



After using this potion, the same character cannot receive the effects of a healing potion again for 3 hours.

**Name: Stamina Potion      Value (Silver Coins): 10**

**Description:** A magical potion that instantly restores the energy of the one who drinks it and temporarily removes their sense of fatigue. Restores 1 point of stamina, and for the next 3 hours, the drinker's fatigue rank is considered to be 1. After using this potion, a character cannot receive the effects of a stamina potion again for 9 hours.

**Name: Antidote      Value (Silver Coins): 10**

**Description:** Removes poison from the one who drinks it. Removes 1 poison-attribute effect from the user's body. If there are multiple poison-attribute effects, the user chooses one.

**Name: Ability Tincture      Value (Silver Coins): 50**

**Description:** Slightly raises the user's abilities for one hour. Each tincture raises a different ability. After using one, a character cannot receive the effects of an ability tincture again for 3 hours.

Tincture Type	Effect
Dexterity Tincture	Grants a +2 bonus to manipulation checks.
Strength Tincture	Grants a +2 bonus to muscle strength checks.
Mind Tincture	Grants a +2 bonus to psyche resistance checks.
Running Tincture	Grants a +2 bonus to movement checks.
Endurance Tincture	Grants a +2 bonus to strength resistance checks.
Intelligence Tincture	Grants a +2 bonus to perception checks.
Agility Tincture	Grants a +2 bonus to fitness checks.

**Name: Pain Reliever      Value (Silver Coins): 25**

**Description:** Nullifies various pains and prevents fatigue for 1 hour. However, all fatigue that would be gained during this time is kept track of separately, and when this item's effect ends, it is all immediately added on. In addition, if the user suffers more than 6 points of fatigue after using the pain reliever, its effects immediately end, applying all



the fatigue that would have otherwise been saved for later. After using this potion, a character cannot receive the effects of a pain reliever again for 3 hours.

**Name:** Restorative      **Value (Silver Coins):** 20

**Description:** Any unconscious characters, such as sleeping ones, who smell this medicine are immediately roused from that state. If they were unconscious due to a spell or poison, they will still wake up as long as that spell or poison's total check score was 19 or less, or their target score was 19 or less. However, it will have no effect against those with a total check score or a target score of 20 or more.

**Name:** Wolfsbane      **Value (Silver Coins):** 50

**Description:** Painted onto weapons, arrows, and bolts. Until combat ends or the wolfsbane is washed away, any target that receives damage from a weapon, arrow, or bolt painted with wolfsbane must make a strength resistance check (p. 145) with a target value of 10. If the target fails, then at the end of each round for 30 minutes (60 rounds), they will take 1 point of poison damage that ignores their armor score. This effect's attribute is treated as poison. If the target passes their strength resistance check, the poison has no effect.

## ✧MAGICAL TOOLS✧

**Name:** Petroleum      **Value (Silver Coins):** 50

**Description:** A highly flammable, viscous oil. If it strikes a target while inside its container, or if it's poured out and then ignited, it will burn fiercely, dealing 2d6 points of fire damage to the target at the end of each round. This flame lasts for 6 rounds (3 minutes).

**Name:** Black Powder      **Value (Silver Coins):** 200 coins for 1 pouch

**Description:** Black powder that explodes when lit. Even a tiny flame will ignite it, and when it explodes, it deals 1d6 points of fire damage to all targets in a 3m radius. When used with a hand cannon, 1 pouch of black powder can be used to fire 10 times (p. 375).



**Name: Candle of Finding      Value (Silver Coins): 250**

**Description:** If the candle's holder thinks hard about something they're searching for, the flame will flicker and show the direction toward that item. Grants a +4 bonus to sixth sense checks (p. 155) for finding a specific object. This candle's flame will not go out in the wind or otherwise flicker or sway. However, it will go out after an hour has passed.

**Name: Magic Scroll      Value (Silver Coins): Varies**

**Description:** A scroll inscribed with a spell made to be usable by anyone who breaks the seal. One scroll always has only one spell sealed in it.

When a character uses a spell sealed in a scroll, the scroll burns away and vanishes.

The standard price of scrolls is  $[(\text{Total check score of spell} \times 50) + 500]$ . However, because of their rarity, most of them are more expensive—anywhere from 1.2 to 2 times that.

**Name: Physical Enchantment Ring +1      Value (Silver Coins): 2,000**

**Description:** The wearer of this ring gains +1 to a specific primary ability score.

Ring Type	Corresponding Primary Ability Score
Strength Enchantment Ring	Strength
Psyche Enchantment Ring	Psyche
Technique Enchantment Ring	Technique
Intelligence Enchantment Ring	Intelligence

These rings also have +2 and +3 varieties. For these greater rings, the bonus granted to a primary ability score changes along with the  $+n$  in the item's name. However, the price for these rises to 5,000 silver coins for +2 and 20,000 for +3. It's said there are even more powerful rings, but they would probably not go for any less than 100,000 silver coins.

Even if a character possesses and wears multiple rings with the same name (including those with different bonuses to the same stat), they will only gain the effect from one.



**Name: Water-Breathing Ring      Value (Silver Coins): 500**

**Description:** The wearer of this ring immediately gains the effects of the spell *Breathe* (p. 302) at a total check score of 10. This effect lasts for 8 hours and can only be used once per day.

**Name: Spell Resistance Ring      Value (Silver Coins): 1,000**

**Description:** The wearer of this ring gains heightened resistance against magic, gaining a +2 bonus to spell resistance checks.

**Name: Spell Shield Ring      Value (Silver Coins): 1,000**

**Description:** The wearer of this ring instantaneously gains a large amount of spell resistance. If they would make a spell resistance check, they gain a +4 bonus. However, once this effect is used, the ring will break, never to be used again.

**Name: Weapon Proficiency Armband +1      Value (Silver Coins): 1,000**

**Description:** The wearer of this band becomes proficient in the use of a certain weapon, gaining a +1 bonus to the hit check and power for all melee and ranged attacks using that weapon.

Armband Type	Corresponding Weapon	Armband Type	Corresponding Weapon
Sword Proficiency Armband	One-Handed Swords, Two-Handed Swords	Staff Proficiency Armband	Staves
Ax Proficiency Armband	Axes	Martial Proficiency Armband	Close-Combat Weapons
Spear Proficiency Armband	Spears	Throwing Proficiency Armband	Throwing Weapons
Mace Proficiency Armband	Maces	Bow Proficiency Armband	Bows

These armbands also have +2 and +3 varieties. For these greater armbands, the bonus granted to hit checks and power changes along with the +*n* in the item's name. However, the price for these rises to 2,500 silver coins for +2 and 10,000 for +3. It's said there are even more powerful armbands, but they would probably not go for any less than 50,000 silver coins.



Even if a character possesses and wears multiple armbands with the same name (including those with different bonuses), they will only gain the effect from one.

**Name:** Martial Arts Armband      **Value (Silver Coins):** 1,000


**Description:** The wearer of this armband gains nimbleness and dexterity, granting a +1 bonus to dodge checks and other fitness checks. Like weapon proficiency armbands, there are more powerful martial arts armbands. Even if a character possesses and wears multiple armbands, including those with different bonuses, they will only gain the effect from one.

#### Usage Restriction on Rings and Armbands

A character can't use the effects of rings and armbands without wearing them. However, each arm can only wear either 1 ring or 1 armband. Because of this, the total number of rings *plus* armbands that can be equipped simultaneously is 2.

If a character possesses rings or armbands, they must decide which they are generally wearing (and are using).





©Kanino Nika

## Chapter 4

## WORLD SETTING: THE FOUR-CORNERED WORLD

“Hey, do I *really* have to learn this stuff?” Fighter tossed his stylus to a corner of their inn room.

“You don’t,” Priest replied in the most natural tone possible. Seeing that Fighter was at a loss for words, Priest repeated in a firm tone: “You don’t.”

Fighter was a farm boy—he’d never had the chance to learn reading or writing, and he’d just about gotten fed up with trying.

“Knowledge isn’t some cheap knickknack to be given to anyone uninterested or ignorant of its value.”

Priest spent most of her time each day praying in a temple, and what hours remained, she spent on studying scripture. Why was she teaching Fighter how to read, write, and add—to say nothing of the world’s inner workings—free of charge? It was, of course, because a compassionate heart was different from a spoiling one.

“But won’t it be hard to get by if I don’t know this stuff?”

“Oh, not at all.” Priest smiled and shook her head, then repeated an important lesson she had picked up while studying religious writings. “It’s simple—if you believe that a warrior has no need of higher learning and politics, you’ll find yourself stabbed in the back and unable to comprehend why.”

“Yikes!” cried the young man, picking up his stylus and writing a few more characters on his sand tray.

The girl hid the grin that spread across her face at his sudden and frantic fervor. Then she reached in from behind him and gently placed her hand on his.

Studying was always difficult, whether it was something you were used to or not. However, that made it worth the challenge.

This was where the stuff of heroes truly lay.

*And as a priest of the Valkyrie, you can bet I’ll stick with you wherever you go.*



## THE FOUR-CORNERED WORLD

This land, with its one red moon and one green moon hanging in the sky, is called the Four-Cornered World.

It is thought that this world lies atop a giant square game board. Some even suggest it's a cube, like the side of a die. The precise truth of it is unknown—only a few scholars and sorcerers research it in earnest, for rare are those who journey to another face and return. At the very least, they do know that there are dimensions and territories in which demonic beings and spirits reside.

The Four-Cornered World's geography is many and varied. Vast seas, continents, islands, deserts, tundras, jungles, mountain ranges, volcanoes—the list goes on and on. So many unknown regions and territories exist that people haven't even imagined them all.

Countless ancient ruins, remnants from a long age of warfare, dot the earth. So many nations have flourished and withered that it's hard to even understand the history of them all. After all, many races live in areas all over the world.

Many forgotten structures lie sleeping, with treasures and monsters alike filling them to the brim... Yet still, there are none who have ascertained the complete form of the world.

Our story is set on a certain continent, in a certain kingdom, near the western border. However, that is only where Goblin Slayer and his group are. The Four-Cornered World is much, much, *much* larger than that.

In the kingdom's center is its capital, where a young king sits on his throne. Decorated for his service in the war ten years ago, he ascended upon the previous king's death. Nearby is a collection of human states and settlements belonging to a great number of other races. The dwarves have their underground cities, the elves their forest villages, the beastmen their northern mountains.

It's difficult to call this kingdom quiet. Many days have passed since the last war, and even during the conflict, there was a strong desire for



peace. And while the most recent demon lord was slain by a hero, the chaos of their reign persists.

The hunt for remnants of the demon lord's forces continues, and the rebuilding efforts from the war are still only half-finished. Disarray is prevalent, monsters run rampant, bandits are numerous, and nations show disquieting signs.

In other words—the world is ripe for adventuring!

Never before has there been such a perfect stage for adventurers than the Four-Cornered World.

## THE FOUR-CORNERED WORLD'S ORIGIN AND HISTORY

### ➤ THE AGE OF CREATION ◀

Far, far in the past, when few stars shone...

...the gods warred: the gods of Order on one side, the gods of Chaos on the other.

In a profoundly long battle, they struggled to gain control over the universe itself.

None know how it began—and eventually, everyone grew too tired to continue.

Instead, they decided to roll the dice of Fate and Chance.

Fate and Chance were ultimate, and not even the gods could touch them.

Thus, none of them could predict the result.

But no matter how many times they rolled the dice, they never offered a conclusion.

Eventually, the gods grew bored of this war where they only rolled dice.

They would just have to come up with a new way of fighting.

A world on a game board, made for this new battle using dice.

And many pieces on it to be used for the battle.

They created the Four-Cornered World and all those who lived on it.



The gods came to an understanding, marshaling their forces in accordance with the rules.

And so began the next age.

---

## ➤ THE AGE OF WAR ◀

---

Nobody remembers much of this ancient era. When people refer to the Age of the Gods, or the war between gods, they usually mean this time period. It is so incredibly far in the past that little knowledge of the era has survived. All anyone can even faintly remember are the most ancient of elves, and the dragons.

It was a time of never-ending war between Order and Chaos. Many times, the world was closed off in darkness, yet each time, a light cut through that dark. Nations rose and fell everywhere, and heroes were born and died. Primordial giants fought with riders clad in steel in clashes of magic and blade. Even the gods, somewhat bored of their games, began to enter the fray one after the next, raising the conflict to a fever pitch.

Nothing but the general appearances of its different races separated the Four-Cornered World. It is said that this is because the gods created too many pieces for themselves. Some just wanted to tell them apart, while others fussed over color and shape...

Forces grew, and armies were raised under a single banner... The gods took part in many engagements. They were absorbed, entirely, in this war game.

But this, too, was an endless battle with no visible end.

The fight was long, severe, and grew more complex by the moment—a quagmire. As it wore on, even the deities began to show signs of exhaustion.

And then a single warrior appeared.

He was naught but a playing piece. It is said he was a human warrior. However, he wanted to lead a small, elite team to assassinate the enemy's leaders. He gathered his comrades and set off on a journey that sent them to the edges of the playing field. All along the way, they fought monsters, purchased equipment, and grew and grew. They challenged terrible dungeons and slayed dragons.

The gods grew enraptured at the actions of this hero clad in shining chain mail. Here was a shocking story they'd never even imagined.



*Adventure! Adventure! Yes—adventure!* What beauty that simple word held! And so did the gods become absorbed with this new idea. Eventually, their war became one of adventurer against monster.

The divine beings had forgotten about vying for control over the universe. As they rejoiced, despaired, and rejoiced again at their dice, the gods changed in a way they hadn't realized.

They had come to helplessly love their pieces on the Four-Cornered World. Their pieces adventured, won, lost, lived happily ever after, and died. Similarly, the spectating gods rejoiced, mourned, laughed, and cried. They had come to genuinely enjoy what their pieces did. Thus did they fall in love with this world. Now there was value in letting their beloved pieces adventure rather than control them directly.

And with the gods so deeply absorbed, they learned what it was to have a heart.

The gods swore to avoid interfering with the game board any more than was necessary. All they would do was prepare for their adventures and roll the dice.

This was the Golden Contract. An agreement that respected the people's single most important right: free will.

With that, the Age of War came to an end.

In its wake, an age of man blossomed.

---

## ✧ THE AGE OF MAGIC ✧

---

As time passed, the Age of Magic came to be. Its exact dates are unclear—it was both long and short at the same time.

Until this point, magic had only been used for war. Of course, armies were the primary force on the battlefield—not magic.

However, everything changed with the appearance of a certain sorcerer. This great sorcerer began a climactic war among magic users. Spells were exchanged between casters holding grimoires of their own creation...

The people of the world were wildly excited by this. They seemed to have decided it was much better than adventuring and had forgotten about adventuring altogether.

The gods, too, saw this situation as dangerous and lamented. But even they could not easily resolve the situation. After all, they'd just decided



to interfere as little as possible! What point was there in restricting their pieces' actions to the gods' own preferences?

The sorcerers' war grew and intensified rapidly. Before long, it threatened to flip the Four-Cornered World if it persisted. Once again, however, a drastic change arose.

The sorcerers decided to travel outside the Four-Cornered World.

Perhaps the game board was too small for them to heighten their own abilities any further. Whatever the reason, one by one, these awe-inspiring casters disappeared. Those able to cross dimensions vanished, and it seemed that peace had returned at last.

The gods breathed a sigh of relief.

And then they happily decided to start the next age.

---

## ➤ THE AGE OF ADVENTURE ◀

---

This is the Four-Cornered World of the present.

This "present" refers to the gods' "present." We don't know how long their "present" has lasted.

Every few years, a great threat appears, and nations are forced to deal with it. They send armies to fight, but there are things contingents of armed forces cannot do. Exploring labyrinths, infiltrating bases, shattering conspiracies, taking out the enemy leader... The only ones capable of accomplishing these tasks are adventurers.

Humans, elves, dwarves, beastmen, and rheas, who possess many words. Goblins, ogres, trolls, dark elves, and demon gods, who do not pray. They undertake quests, sometimes winning, and sometimes losing. Along the way, they find treasures and live happily ever after, or they otherwise die off.

Like any age before it, this one won't last forever.

However, the world is ripe for adventure! Countless ruins await at the end of underground labyrinths. You may be guarding nobles one day and setting foot into a political war rife with conspiracy the next. You could be doing anything from slaying goblins to changing the entire world.

As long as we keep rolling the dice and going on adventures, the world will keep on turning.

For as long as you wish it—and no shorter.





## THE RACES

### » HUMANS «

Humans are the omnipresent, the ubiquitous. They are everywhere and have a bigger sphere of influence than any other species. They occupy forests, mountains, plains, deserts, tundras, and shorelines... You can find humans living anywhere you can possibly think of.

Humans are weak, foolish, and all-around terrible. They're frailer than dwarves, dumber than elves, less skilled than lizardmen, and duller than rheas. They're arrogant, greedy, and frequently quarrel among themselves. For all their restlessness, they are clumsy. In essence, they all drag one another down.

Because of that, once they find an enemy, they will charge in and win the day without thinking about the consequences.



On the other hand, humans love forming groups—it's what they're good at. Their skill in creating complicated mechanisms and agreements is mind-boggling. Surely, no other race can imitate it.

They can also walk a longer distance than any other race and throw things farther than them.

Humans prefer the sword as a symbol, but their most proficient weapons are the spear and the stone.

Humans are not as talented as they think they are. Yet neither are they as worthless as they think they are. They can go anywhere in the Four-Cornered World and adapt to any situation. Presented with a problem, they will try their hardest to resolve it. That is something that will never change, even faced with darkness that could destroy the world.

As a race, they don't know what it means to give up.

Humans reach maturity at fifteen years old. Their life span is said to be about eighty years. However, it's difficult for them to survive that long because of war, poverty, and sickness. Most only live until they're about fifty, and many lose their lives when they're still young. The age at which a human can work, gamble, and become an adventurer is also fifteen. However, many who are younger lie about being fifteen.

Humans possess a relatively wide variety of skin tones, hair colors, and physical builds. Still, they are all human. Ultimately, they're not all that different compared with dwarves, rheas, elves, and beastmen.

Humans consort with other races on a regular basis. By itself, this isn't something only humans do. But any actual "characteristics of humans" are vague and difficult to understand. In many cases, offspring are treated either as humans or as the race of one of their parents. The only real exception to this are half-elves, whose ears are clearly longer than a human's but shorter than a elf's. In terms of abilities, however, a half-elf would still be equal to either a human or an elf.



## » DWARVES «

Dwarves are those who forge raw ore. They are known as the race most skilled in metalworking. And among those who have words, they are second only to humans in terms of influence.

They are boorish and obstinate, and their bodies are short and square, growing to about 150cm. Simply put, they are as brawny as barrels.

Most of them reside in underground cities their kids have built. Yet plenty have also set up shop in human towns.

Their nimble fingers make dwarves natural craftsmen. Plenty of them manufacture weapons, armor, and trinkets, while others become miners or warriors. Famous among the ranks of their fighters are the shield breakers, warriors outfitted with hooked maces, war hammers, or battle-axes.

Dwarves love food, drink, and liquor above all else, and they have courageous, fearless personalities. Though they possess an abundance of geniality, they are also covetous and shrewd at balancing profit with loss. Because of this, dwarves tend to hate community service with a passion. That is, perhaps, something they share with humans and rheas. It may also be part of why they're on bad terms with the elves.

Humans and dwarves fought side by side through the long wars between Order and Chaos. Because of this, the two species are very close friends. Humans are foolish and stupid, but they also have a predisposition for single-minded obsession. Above all, they keenly understand how good the dwarves' weapons and armor are. If dwarves are the craftsmen, humans are their warriors—and their best customers. And perhaps the way humans unskillfully take up smithing strikes dwarves as cute.

The same goes for the rheas. Though dwarves may dislike the impetuousness of the rhea, they acknowledge their inner courage.

The lizardmen, meanwhile, don't interact often with dwarves. After all, the lizardmen don't appreciate a good weapon or piece of armor.

As for the elves—they've been like cats and dogs since time immemorial. Nobody actually knows what happened between them. Even an elf



couldn't say. And with the dwarves having a shorter life span, it makes sense that nobody else would know, either.

Dwarves reach adulthood at thirty, and their life span is said to be about three hundred years. However, there are records of them living to nine hundred, though the veracity of these accounts is questionable.

Both the men and the women grow beards, finding hardy, muscular bodies charming. Recently, however, many younger dwarves have been in contact with human society. Occasionally, one or two won't grow a beard, and their bodies will stay skinny. Evidently, the whole *kids these days* idea spans all races.

Word has it that Hylar dwarves, who can walk through flames unbothered, exist somewhere. The legends tell of them wielding their ferocity during the Age of the Gods. Whether they went extinct or not is unclear, but it is highly unlikely an adventurer will ever see one.

---

## ✧ ELVES ✧

---

Elves are the forest-dwellers. They are known as the rarest race, and the one that has existed the longest.

They possess long ears like bamboo leaves, with bodies that are slender and delicate. However, they are powerful and quite tall, almost like statues.

They are said to be careful because of their wisdom, proud because of their intelligence, and peaceful because of their immortality. This means they are slow to act, look down arrogantly on others, and always behave in a deeply meaningful way.

Anyone who has ever been friends with an elf would probably tell you as much with a dry grin.

As their name implies, the elves live in forest villages. Since ancient times, their kind has served as administrators and protectors of the wood. Because of that, many are skilled in bowhunting. They do so only to regulate animal populations, and not to acquire food. All the food, clothing, and shelter they need to survive is provided by nature. If they hunted beasts for their pelts and meat, the animals would one



day die out. However, there is a near-infinite amount of fruits, grasses, and insects, with which the elves can satisfy themselves for eternity without worry.

This leads to most elves never leaving their settlements. However, the curiosity of youth does still hold some sway over these forest folk. However, it's only one or two in a few dozen years, or a few centuries... It's not rare for an elf to run away from a village before bounding back shortly thereafter.

Others tend to distance themselves from elves, out of reverence for their beauty. Because of this, those working public jobs in human kingdoms are rare. Some landowners who absolutely hate elves will apparently also levy an "elf-ear" tax on them. And so many elves become hunters, actors, poets, or adventurers. Their wits and knowledge are sought after, leading them to scholarly or clerical lives.

Elves have no concept of reaching adulthood. They possess no natural life span and only die when slain. Instead, any of their kin who have passed the trials related to their own art or trade are considered full-fledged elves. Age doesn't matter; they gain the right to speak in whatever field they have passed these trials for. Different clans have different ways of displaying this achievement, such as armbands or tattoos that glow in the moonlight.

An elf's sense of time is quite alien to humans. For a very long time, they look like children. Then they suddenly enter "older age." Their appearances mature slowly, and many keep their youthful beauty for a considerable period.



©Noboru Kannatuki



\* \* \*

There are also high elves, who are said to be descendants of the original faeries. They are held in respect even by other elves and are believed to have lineages originating in the Age of the Gods. Whether that is truth or fiction is for historians to debate, however. Any elf you ask will either smile and nod or just shake their head.

---

## →RHEAS←

---

Rheas are the field-cultivators. They live in abodes on comfortable plains near streams and hills. A rhea will only reach the height of about a human child, but their body will not be that of a child. They don't possess special traits that set them apart from humans, like elves and dwarves do. They are more like normal people that have been scaled down and given slightly pointed ears.

The rheas customarily do not wear shoes. The soles of their feet are hardy, and they walk everywhere barefoot. Still, many younger rheas have learned of human shoes and now don them proudly.

Rheas are known as easygoing, carefree, and frivolous. They pay careful attention to their homes and gardens, wishing to live in comfort. They're also big eaters, said to take six meals a day including tea. They love celebrating things like birthdays and will never pass up the opportunity for a party.

They are timid but brave, easygoing but hard workers. Simple-mannered but quick-witted, loyal but sticky-fingered. They are nimble and famed for their hiding prowess, and though cowardly, they have pluck... Contradictory characteristics are what define the rheas.

Being simple-mannered and innocent may sound good, but they love showing off and goofing off. There is little doubt that, as a whole, they are somewhat irresponsible and easily get carried away.

Rheas are said to be the most mysterious race of all. And that is because they don't speak of their own history, despite being history lovers.

This is said of the time the rheas appeared in the Four-Cornered World, "One day, long, long ago, they suddenly sprang out of nowhere."

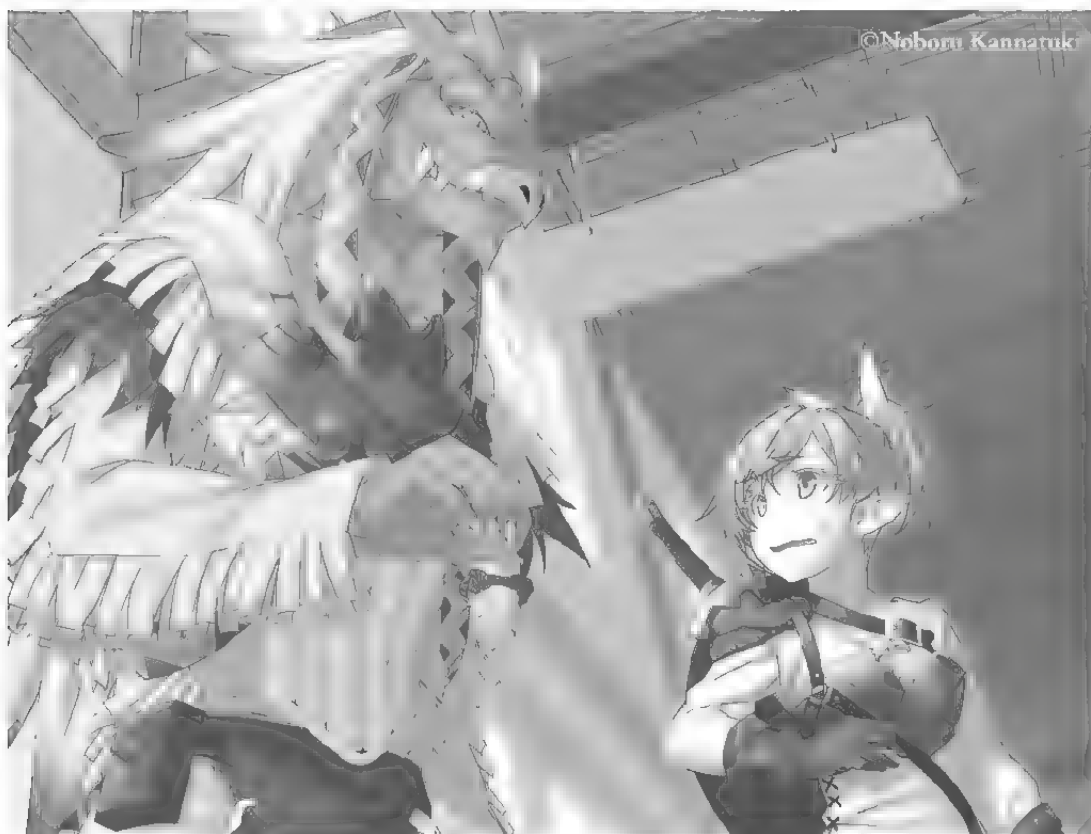


Where did they come from? Why did they appear? You'll never hear the answers from a rhea. Perhaps they don't know, either, or they've forgotten. Maybe it's something they must not speak of. It is and likely shall forever remain a mystery.

When asked, a rhea will shrug, shake their head slowly, and say, "It's not important. What is, is that I'm hungry."

Rheas reach adulthood at thirty. Their life span is said to be about twice that of humans, roughly one hundred and sixty. Many follow in their parents' footsteps and continue their family's trade—farming, more often than not.

However, there are quite a few who, in a bout of foolhardiness, set out into the world. And for whatever reason, the ones that leave their villages all want to become adventurers—even though they're generally timid, aside from an extremely small handful of brave ones. Even so, their nimble feet give them the technique to act as scouts.



The rhea's hidden courage in contrast to their seemingly happy-go-lucky nature is of particular note. Many a rhea has appeared in epics from ancient times. Frequently, a hero's life will be saved by a rhea



friend. Because of this, even the elves—who have lived since the Age of the Gods themselves—will all say this of them:

“The rheas are an exemplary race.”

---

## ➤PADFOOTS➤

---

The padfoots are beastmen—humanoids with animal characteristics. There are many different kinds of padfoots, such as dogs, cats, wolves, mice, rabbits, tigers, bears, horses, and bulls. Excluding mammals, there are also plenty of lizard, insect, bird, and fish padfoots.

Their closeness to animals is extremely variable; truly, no two are alike. Some simply have four limbs, ears, and a tail, while others appear as the beasts themselves standing upright.

Because of this, the term *padfoot* doesn't even apply to them all. Some have hooves, and harpies—the birdfolk—take offense at being called by that term. It is akin to referring to humans as a single group. The term *padfoot* refers to an entire rainbow of beastmen.

Padfoots generally live in nature with their clans or tribes. While there exist open tribes, others exist tucked away in hidden villages.

They generally lead a life of hunting, but again, many padfoots do different things. Apparently, there are many who lead austere existences, like ascetics. However, there are a fair number of padfoot clans who trade with merchants and human villages, giving them more contact with humans.

Nowadays, a lot of younger padfoots are leaving their villages to live among humans. Padfoots are not singularly drawn to any sort of path, so they tend to choose whatever profession best suits them.

Some of those with appearances favored by humans work in pubs. Many others put their hunting instincts to full use as mercenaries or adventurers. When adventuring, they prefer ranger, scout, and fighter classes.

However, the young padfoots tend to be naive about the world when they first leave their village. A lot of them are deceived, indebted, or end up as gladiator-slaves or just slaves.

Padfoots reach adulthood at fifteen. Their life span is about eighty years, roughly the same as humans. Many have mated with humans, so perhaps there truly aren't many differences between them.



Padfoots born and raised in towns are apparently comparable to humans in terms of sexual behavior. However, more insular communities of humans exist that look down on them as nothing more than animals.

Beings such as werewolves, who have transformed from a person into a beast, are not considered padfoots. Mistaking a padfoot for something like that is the ultimate insult.

---

## » LIZARDMEN «

---

The lizardmen are a type of padfoot. With appearances like reptiles standing upright, or humanoid dragons, they're well-known as a species that is quite accomplished in battle.

Lizardmen mainly live in tribes in the jungles and wetlands to the south. They don't actively take part in human affairs, but where there is war, they will come.

With strong mercenary proclivities, they don't let ideas like Order and Chaos tie down their thinking. So long as they can fight, they don't care. Fighting and killing is what brings them happiness, and they find satisfaction in their deaths.

Apart from that, they prefer to eat delicious food and share beds with those they are fond of.

Lizardmen call themselves the descendants of the fearsome Naga. These beings are said to have turned from sea-dust into fish before climbing onto land to become dragons. It's a religion that is a bit difficult to comprehend in the Four-Cornered World, created by the gods. As such, some treat lizardmen as lowly barbarians. Lizardmen insist they are civilized creatures, however.

Lizardmen value staying alive—survival of the fittest—above all else. This has made them revere strength in everything, from their martial arts to their political schemes, and even their sense of beauty. If one is deceived, that means the deceiver was better and stronger. The one who couldn't see the trap or find a way out of it is weaker.



Lizardmen kill for the sake of fighting, kill for the sake of growing more powerful, and then are killed themselves. They will never understand why other races might kill the weak for sport.

From a human's point of view, your average lizardman is an imposing and majestic barbarian. Considering their temperament, this is not actually far from the mark.

They prefer professions like adventuring, mercenary work, banditry, and serving as proxies in trials by combat. In any event, it seems they make a very clear distinction between strength and weakness.

Lizardmen reach adulthood at thirteen, but their life span isn't common knowledge. This is because almost no lizardmen live out their natural life span. They all take part in wars and other armed conflicts with joy and bravery, so they perish in battle. They insist they'd live forever if they weren't felled by blade or sickness. In most cases, though, this claim is considered dubious at best.

Lizardmen leave their parents three years after hatching. Then they begin a group lifestyle on drill grounds. Male and female alike train side by side with no regard to social status. After honing their individual affinities, they go through a coming-of-age ceremony. Only then are they accepted as full-fledged warriors. These ceremonies vary from one clan to the next. Some are accomplished with a hunt or gaining merit in combat, while others involve the acquiring of slaves.

Lizardmen consider slaves to be perfectly reasonable. Slaves are those who are weak but have still procured a way to survive through technology.

Lizardmen, who strive to become dragons, consider their claws, fangs, tails, and scales to be supreme. This means that making tools and using them is weak-willed and gutless.

Being inexperienced, however, means it's hard to survive without such implements. Therefore, slaves—who are allowed to use tools—are considered strong, as they've employed their proficiencies to create a means of survival.

That is, at least, the general thought process of lizardmen on the matter.

Mainly, lizardmen feel a sense of responsibility to protect weak slaves who lack martial prowess.



## ➤ HARPIES ◀

Harpies are a type of padfoot. The name refers to those with more birdlike traits than other padfoots. They may have several arms with wings or have wings sprouting from their backs or waist. Like most padfoots, different clans will have different types of animalistic traits. Some have a face no different from that of a bird, while others are closer to humans. It is not even guaranteed that a harpy will be able to fly.

They have large eyes that can see great distances, as well as sharp noses and lips—vestiges of beaks. They may have long, slender throats and clear, singsong voices. While possessed of delicate, light frames, their bodies have evolved to handle flight.

Humans consider many harpies, male or female, as quite beautiful. The word *harpy* was originally meant to refer to female birdfolk, but they don't seem to care about that detail very much.

Many harpies are single-minded and become obsessed when they fall in love. They prefer women who are kind and nurturing and men who are good at hunting and properly mannered. The majority of their race have these traits.

Apparently, human etiquette is rather similar to the harpy courting process. Thus, no small sum of harpies have left their villages because of love for a human. For them, songs and dances are almost synonymous with confessions of love. A lot of harpies find bards very flustering and are too embarrassed to get onto a dance stage with them. Perhaps there is no better example of how passionately they view song and dance than that.

Lizardmen apparently look beautiful to harpies, and they will regularly grow close to them. Oddly enough, the lizardmen treat harpies as their kith and kin.

A harpy's fate after leaving home is not very different from that of other padfoots. Those who elect to be adventurers prefer working as scouts, or shamans, perhaps for their link to songs and words. Rarer is the harpy monk who will use their spurs in combat.



Harpies reach adulthood at ten and live for close to fifty years. Due to the many dangers of the world, many only survive to thirty.

Romance and love are paramount to harpies. Their advances are extremely passionate, including things like songs and dances. However, actions that break trust, such as adultery, are taboo. Their rage at such insults burns like a blaze. A partner may find themselves slain at the hands of their wronged harpy lover.

Harpies are also very sensitive when it comes to their own physical territory and emotional space. They hate it when a third party or someone unrelated sets foot into either. In addition, the concept of “betrayal” seems to only apply among their own groups. Plotting against enemies is perfectly acceptable and is regularly the first choice.

---

## ➤MYRMIDONS◀

---

Myrmidons are a type of padfoot. The name refers to those with many more insect-like traits than other padfoots. Ants and bees are commonplace, but there appear to be many beetles and butterfly myrmidons as well. Even the name *myrmidon* is nothing more than a moniker for the most renowned tribe from the myths.

The first warriors, created by the gods for their war games... These were the first myrmidons, and they were said to be ant-people.

That said, myrmidons aren't attached to what others call them. And since they don't care who refers to them as what, the name stuck.

Like most padfoots, their appearance varies greatly from tribe to tribe. Some have wings, others might have antennae—even the extent of the insect-like traits that manifest varies on an individual basis.

Their lifestyles are also similar to those of other padfoots who live in hills and fields with their tribes. Myrmidon tribes, however, are known for being extremely insular. They live in managed, unified societies centered around a queen. As such, they don't contact other races unless necessary. This isn't because they hate other races or discriminate against them—they simply have zero interest in other species. However, that also means they'll willingly cooperate with one if needed. They treat others extremely rationally: rescue, oppose, or eliminate.



At first, myrmidon society may seem better than human society; however, there is one absolute thing they lack: They do not respect the lives of individuals. Myrmidons cannot understand the need for many to brave danger to save the few. Why are humans so strong, when they fight for the sake of others? This question stumps many myrmidons. They'll also never consider going somewhere far away or trying something new.

If humans are a race that will keep on changing, myrmidons are a race that strive to maintain the status quo. Today is the same as yesterday. Tomorrow will be the same as today. The future will be the same as tomorrow. They consider such static existences to be their highest goal.

Myrmidons find lizardmen mystifying as well, for lizardmen greatly value their survival as individuals, while myrmidons treat the survival of the whole as good and virtuous. They will never be able to understand a lizardman who abandons a countryman to save himself.

On the opposite side, lizardmen have called the myrmidons' willingness to sacrifice themselves incomprehensible. Still, a myrmidon would fight and throw away their own life to secure victory for its comrades; this makes them strong enemies.

This ideology makes myrmidon adventurers fearless, persistent fighters and scouts. And because of their unique mental composition, some do occasionally gravitate toward religion.

Myrmidons have no use for concepts like adulthood and life span. The general consensus is that they do not live especially long. They seem to reach maturity within five or six years, and most of them seem to die between thirty and forty years of age.

To repeat, myrmidons are not attached to their own lives. They fully believe that if they are to fall, others will succeed them. Their own death may be seen as a meaningless, unsightly failure, but those who come after won't make the same error. The next myrmidon will do a better job. That's how a myrmidon lives and thinks—with the survival of their race first and foremost in their mind.

Certain tribes see their differences with other races as an issue. It is precisely because they seek an unchanging future that they claim they



must understand the world around them. These groups will send out young myrmidons called **antennae**. Other young myrmidons, unhappy with the current state of things, will leave their tribes alone, too.

## ➤ DARK ELVES ➤

Dark elves are the dark-dwellers. Similar to elves in form, their skin is a different color, usually brown or pale blue, enabling them to blend in well with the shadows. They are also generally more muscular than elves, and one urban legend says that most dark elf women are very well-endowed. The dark elves chose to lurk deep underground and are said to be pawns of Chaos.

*If they're called dark elves, that means they were made after elves.* Mentioning as much with dark elves is forbidden. They firmly believe themselves to be the true elves, and that the others are lesser beings.

The racial characteristics of dark elves are much the same as elves. However, they tend to be colder, crueler, and more logical. They live in the enormous underground empire they built, constantly embroiled in political strife. That dark elves are excellent schemers, assassins, and torturers is the result of long years of study.

Dark elves are also said to enjoy kidnapping people and tormenting the guiltless. This is said to be due to their worship of the sadistic god. The sadistic god loves inflicting agony and suffering. Thus, dark elves are well-versed in the structures of other species, gaining especially a deep knowledge of medicine.

Dark elves possess characteristics more inclined toward Chaos. They will work alongside heretics and demons, and frequently infiltrate surface societies. They're well known as Chaos's fearsome soldiers. Who knows how much disarray a disguised dark elf could cause on the world above?

This, however, does not mean dark elves won't form friendships. There are anecdotes about people stranded in their underground empire receiving warm hospitality. Tales claim the stranded people were adventurers, and that they regaled the dark elves with all sorts of exciting tales. One could call it an excellent way to negotiate—making



deals by paying with information. Even children are familiar with the heroic tales of kindhearted dark elves.

When it comes to young people running away from home, dark elves are no exception.

Their life spans and the age at which they reach adulthood aren't too different from those of elves. The biggest difference is their subsistence on underground berries and fruits rather than forest ones. They prefer to eat mosses and fungi, as well as insects.

A particularly valuable strength that sets them apart from their forest-dwelling cousins is that they comprehend the ins and outs of monetary economies. They also understand the silence of the darkness, the murmuring of underground water, and the pulsing of life breathing in the gloom.

If you were to ask a dark elf, they would say it is much more beautiful underground than in a forest.



## ❖ DEMONS ❖

Demons are essentially evil versions of gods. However, the question of whether they're *actually* gods is presently unanswered. It would be



better to call them astrals—residents of other another plane who don't belong on this world.

It is said their home lane is the territory of Chaos, a world worthy of being called the “demon world.” The demons who appear from it are aberrant in form and wicked in nature. With powerful bodies and astounding magical powers, they move in accordance with the laws of their plane.

On the other hand, there are some who have created a pact with witches or sorcerers who will respond to being summoned. It seems they always have ulterior motives for it, though. From their point of view, perhaps we're the hideous ones.

Demons can be broadly divided into four categories: lesser demons, greater demons, archdemons, and demon lords.

The lesser and greater ones have no individual names; they are essentially common soldiers. Demons regard them as weak, but that is by demonic reckoning. More than a few would-be heroes have been buried for misunderstanding this one point. Most people believe that when someone is killed by a demon, their soul is taken and tormented for eternity.

The stronger demons begin having broader, but more individual, names. Any who have reached such a point are known as archdemons. These are terrible creatures written of in history books and epic poems.

The greatest and most terrible of demons are known as demon lords.

This race also includes the succubi, as they are called colloquially, though males are called incubi. They approach people in dreams or through sexual pursuits. Then they will show the person a vision of what they desire, rob them of their vitality, and leave them to die of emaciation.

Dreams are closely tied to the astral plane. No matter how well a person tries to guard themselves, it is all too easy to invade dreams from there. Naturally, this is generally judged to be an evil act.

However, succubi are rather unique among demons because of their ability and interest in communication. While they seek the seed of the living, they don't desire any more than that. Thus, the relatively nice ones will live in human settlements. Many of them conceal their identities—or live exposed—lurking in red-light districts. They do, of



course, frequently end up causing trouble, however, and they're looked upon with prejudice most of the time.

Most succubi interact with people in very enchanting, enrapturing ways. Yet can they really be trusted? For them, people are just food. Regardless of whatever passion they exhibit, this fact doesn't change. Is there a difference between that and an insect-eating plant disguising itself to lure in prey?

Most importantly, succubi are still relatively low in the demonic hierarchy. Even though many of the ones who work as sex workers in red-light districts have names, most of them only possess the strength of a lesser demon. In other words, they aren't much different from humans.

Naturally, this only applies to their affairs *outside* dreams. A succubus who has secured a name would surely be a fearsome thing in a dream.

Most other demons operate in the real world, brandishing their strength as they please. They manipulate fire and disease as easily as we would breathe, wreaking destruction. Demons are horrific invaders, a great violence from another plane, with whom communication is impossible. There is no questioning that they are wicked and villainous existences.

The appearance of a demon lord is a planar catastrophe that affects the course of the entire world. Lesser and greater demons alike, even archdemons, will appear in their wake in hordes. Once the demon lord reaches a kingdom, that entire nation must be rallied in force to combat them. Just like with human rulers, multiple demon lords exist. They will frequently invade the Four-Cornered World, spreading destruction and calamity.

The one who appeared about a decade ago was slain by six heroes. Another who appeared more recently was defeated by one hero and two companions.

But there are other demon lords, and none can say when they will appear.

---

## ✧ VAMPIRES ✧

---

The most famous kind of undead has to be the vampire. In fact, it's said the term *undead* was first used to refer to them. They appear in the



night, attack people, seduce them, drink their blood, and turn them into their own. And they can never be destroyed... Vampires are terrible beings and one of the most well-known monster types by far.

If they possess any weaknesses, they are unknown. If vampires can be destroyed, that information has been hidden very carefully.

In actuality, vampires have many vulnerabilities. They hate sunlight, sacred silver, divine miracles, and a certain type of fragrant grass. Throw beans at them, and they must stay and count them. If you don't invite them in and open the door or window for them, they cannot enter the room. They can't cross running water by themselves, and if you hold up a horse's hoof, they cannot approach. Pull out their fangs, and they are powerless—hold out a holy symbol, and they must flee. Finally, beheading them or driving a stake through their heart will destroy them.

After hearing all that, you might start to believe that vampires are rather weak. Perhaps you even begin to think you could slay a few yourself without much trouble, or even control them.

There have been others that naive.

Like you, they failed to realize that vampires are immortal and extremely intelligent. They did not understand that vampires' abilities and weaknesses vary from one to the next.

Fail to understand these facts, and only tragedy awaits you. The tyrannical vampires will claim yet another victim.

It's for this reason that temples conceal vampiric vulnerabilities: to prevent reckless people from underestimating them. Only those who have been entrusted with a mission to slay one will be granted that information. There are also some experienced vampire hunters who have learned some methods of slaying the monsters via experimentation.

As was mentioned, individual differences among vampires are extremely pronounced. As an example, consider one famous kind of vampire called a **penanggalan**. They are primarily female and live as normal people in open sunlight during the day. Only when night falls do a penanggalan's vampiric instincts manifest. First, they slice their own body clean in half, and their head, spine, and organs come off,



flying around attacking people to drink their blood. They are immune to both sunlight and being beheaded.

There's only one way to spot a penanggalan during the day. And that is to find the scar running horizontally across their naked body. However, anyone could have such a scar, leading to many false accusations. This makes penanggalan difficult to destroy. This is why the knowledge of vampires is kept secret and only given to hunters.

Like demons, vampires are split into four groups: lesser vampires, greater vampires, archvampires, and undead kings. Of course, most vampires have names. However, only archvampires and above possess names that are more broadly known.

As for undead kings, it is rumored that one appeared in the capital about ten years ago. Details on it are unknown, though, and there's virtually no information on it.

Vampires only seek blood to keep themselves alive. Considering their food source, you could call their situation tragic. It is rare that people retain their sanity after becoming a vampire.

They live in secret, concealing their identities. Many such vampires, like succubi, are said to work in red-light districts. Others control capital and underlings, acting as politically powerful individuals.

The issue is whether *evil* vampires also involve themselves in such activities.

Occasionally, there will be a vampire pretending to be a member of the clergy or a hunter. Some hunters also make others believe they're vampires as part of their hunt. Conversely, there are some vampires who take it upon themselves to exterminate others of their kind.

Though it goes without saying, the living are nothing more than food for vampires. When one lives in a town, it's because it's convenient for securing food.

People typically become desperate to protect a relative who has turned into a vampire. While helping feed the vampire, they make more and more excuses to justify their actions.

Ultimately, the foolish person's community becomes a feeding ground.



There is no shortage of such examples. It happens especially often in isolated environments, such as poor villages, monasteries, and schools. In a sense, vampires are a terrible disease that spreads and infects.

Therefore, those bloodsuckers who live among people as fellows are always riding on the edge. They need to have incredible resolve to resist their thirst for blood. It's the only way they can truly live among the living. Such is the harsh environment in which good-hearted vampires live.

It's understandable, then, that most dhampirs—half-vampires—become vampirdzhija—vampire-destroyers.

If a sympathetic vampire has bitten someone already, even if they aren't aware they did so...

...if they apologize and then attack someone again...

...then they're nothing more than a monster.

## THE GODS

Nobody knows where the gods came from.

In the beginning, when there were far fewer stars shining in the sky...

...back when the gods fought for control over the universe...

...they rolled the dice of Fate and Chance, thus creating the world.

For more on that, please read *The Four-Cornered World's Origin and History*.

The gods deeply love their game board and pieces. They rejoice and despair at the actions of adventurers and monsters, of heroes and demons. When mortals pray for success on their adventures, there is always a god beside them. Adventurers are never alone, for the gods hope and pray for them in turn.

The gods don't play with people as a child would with toys—not the gods of Order, nor those of Chaos. The gods love all that lives in the Four-Cornered World from the bottom of their hearts.

This is a very important concept.



\* \* \*

This affection means the gods will never interfere in mortal affairs directly.

They will certainly give handouts. They may also provide the labyrinths, ruins, the monsters, and treasure to set the stage for adventures. But that is all.

Only mortals, who deliver their pure prayers up to the heavens, can cause miracles to happen.

There are two broad groupings of gods.

Truth, Fantasy, Light, Stars, Time, Death, Plague, and Sunlight—these are some of the higher, more conceptual gods.

The Earth Mother, the Supreme God, the God of Knowledge, the Trade God, and the many dark gods—these are some of the nameless gods underneath the greater ones.

The lower, nameless gods were created by the higher ones. However, none are directly superior or inferior to others. It is these lower gods, the more familiar ones, who are more broadly worshipped by people. However, the higher conceptual gods garner faith as well.

This even goes for those divine entities known as wicked gods. They will grant boons to their followers and sow discord in the world, but that's all.

The lone exception is the outer god, the God of Awakening. The God of Awakening labors to control the actions of his pieces personally. He will also grant knowledge, skills, and special powers directly. The God of Awakening is a being who interferes with the greatest right living creatures have: free will.

And *that* is a mighty threat indeed.

The following passages describe the five gods who are generally worshipped, and the one “outer” god.

---

## ✧ THE EARTH MOTHER ✧

---

Symbol: A woman with wings spread

The patron of agriculture, the harvest, compassion, and wound-healing. She is said to be a kindhearted, winged goddess.



\* \* \*

Her three tenets—"Protect, Heal, Save"—are famous. Devouts of the Earth Mother are taught to serve others. This does not mean to let others become dependent on them, or to spoil people, for the Earth Mother's teachings also ask for independence.

Her precepts also tend to discourage combat beyond self-defense. Followers possessing extreme weapons or covering up all their skin is frowned upon.

However, protection, healing, and salvation are the Earth Mother's teachings. Plenty of disciples are saddened by the dangers that frontier settlements and adventurers face. Many also decide to become adventurers or circuit riders.

The Earth Mother's main disciples are people who live with their feet firmly on the ground, such as farmers. Additionally, she is also the patron of sexual love from the perspective of life. She doesn't recommend acting immorally, of course. Whether it is for a lifetime or a night, love should be exchanged with purity. Many disciples are involved in that sort of business.

The Earth Mother has more temples in rural areas than in cities. Those shrines also tend to double as orphanages more often than those of other gods. Though her places of worship are small, there are always fields nearby.

---

## ➤ THE SUPREME GOD ◀

---

Symbol: Scales and a sword

The patron of law and justice.

She is said to be a female god wearing bandages over her eyes, carrying scales in one hand and a sword in the other.

The Supreme God has the most disciples in the kingdom, with a large temple in the water town. Her archbishop is said to have been a decisive force in winning the last war.



Temples to the Supreme God also double as courts for law and contracts. Clergy of the Supreme God secretly coordinate with urban peacekeepers like guards. As such, the most well-known circuit riders are priests of the Supreme God. They are vital for resolving disputes in frontier villages.

Though a common misunderstanding, the Supreme God does not pass judgment personally. She certainly provides standards, but she leaves it up to her people to decide what is justice and what to rule on. She discourages people acting as puppets of any deity.

What is good, and what is evil? If the gods thoroughly decided everything, the people would become irresponsible. The gods do not wish to interfere with free will, for it is the only absolute right of the people.

If a city temple is meant to hold trials, it will be built very large. These structures will have many entrances and exits, and though the buildings are grandiose, they also emphasize practicality. In less urban areas and in more remote locations, the town square will sometimes double as a temple.

Of course, developing regions frequently don't have any priests, leaving judgment up to circuit riders.

Chanting this god's name backward is considered a great taboo.

©Noboru Kannatuki





---

➤ TRADE GOD ➤

---

Symbol: Windmill

The god one prays to for safe travels and fruitful business transactions. He is said to be a deity without a form, like the wind.

They say both wind and goods go around and around. Thus, the Trade God values efficient spending over meaningless saving—neither to spend carelessly, nor to conserve. These proper cycles will make the world a better place, or so the Trade God teaches.

Because of his generosity and looser precepts, he has many followers. Most won't appear to be clear disciples, but they will still pray to the Trade God whenever they have an opportunity.

Perhaps because of his proximity to Chance, he is believed to bring good fortune. By one theory, this god is a lesser one who himself was birthed from the dice of Chance.

And it's a believable story. This god loves adventure immensely, even more than other deities. His divine protection is with all those who take on bold, daring adventures for the causes of love, justice, and righteousness. That is what is believed of the Trade God.

Along with adventurers and merchants, he also counts gamblers and thieves among his faithful.

However, the Trade God will not simply aid everybody indiscriminately. It would be best to assume he gives nothing without conditions. His priests are famous for being very proper and relentless in business deals.

One anecdote tells of a fortified city on the front lines of the war against the last demon lord. That city's single temple was to the Trade God. With adventurers piling into the temple, making a mess of the place, the priests didn't budge an inch.

*"Apostates, all of them!"*

If someone came to seek healing without a donation, they'd be kicked out of the temple. This has led to some washed-up veteran adventurers despising the Trade God's priests. However, a great many more adventurers are thankful to the deity for saving them. So long as there is a



contribution, the Trade God's priests spare no effort to save a person. He likely holds those who demand one-sided self-sacrifice in contempt.

Temples to the Trade God are naturally located within bustling cities. More than a few small statues dedicated to him sit inside shops, too. If you go on a trip, there are plenty of tiny shrines serving as guideposts along town roads. Like the wind that rounds the world, this god has spread the roots of his faith wide and strong.

---

## ➤ GOD OF KNOWLEDGE ◀

---

Symbol: The candle, light

A god who has chosen to illuminate the darkness of ignorance with the light of knowledge.

He is said to be a recluse who covers his face with a cloak, holding a single small candlestick on a tray.

Some theories say this god is female, but nobody has ever seen the deity's face.

The God of Knowledge is not just a god who shares some of his flame with others. His wish is for people to study of their own volition, gain knowledge, and keep the flame burning.

Rather than give a man a fish, teach him to catch the fish. Eventually, the man will create his own way of fishing and paddle out into deeper waters. This is, in essence, what the God of Knowledge desires.

Therefore, he doesn't want to impart knowledge unconditionally. Forcing someone to learn when they lack the intent to study is arrogant.

However, *changing* such situations is, again, both knowledge and wisdom. The God of Knowledge's wish is for the people to take the flame of knowledge for themselves and hold it aloft.

The God of Knowledge counts many students, scholars, and sorcerers among his followers. Absorbing themselves in research, seeking the truth in civilian life, creating schools... People have a plethora of ways of practicing their faith. There are adventurers who hold true to the idea that it's benevolent to help others into a situation where they have the ability or time to learn in the first place.



Still, few truly understand the value of knowledge and education. It is a shame, but it makes sense when you think about it. For many people, their tiny village is their whole world. What will come of them knowing why a candle burns? Wouldn't they live just fine without understanding that? Rural folk may be illiterate, but they won't die from it.

Surely, they'd rather know a way to raise crops instantly, like magic.

It is because of things like this that the God of Knowledge has the fewest disciples of the five.

"May darkness never fall."

His followers do not yield, however. They persist in their long battle against the shadow. For if there is no flame, they will simply light their own and bring it there.

In cities, some temples to this god are grandiose and serve as schools or library towers. Those structures are unquestionably in the minority, though. Paper is precious and expensive. In more remote areas, there are even fewer. At most, there are tiny shrines for initiating children scattered about the frontier lands.

---

## THE VALKYRIE

---

Symbol: The spear

The Valkyrie is the hero who, at the end of a grand adventure, climbed to the ranks of the gods.

As her name implies, she's known as an armed female warrior carrying a spear.

Originally a gladiator-slave, she became an adventurer, and her name grew to be known far and wide. Then at the end of a grand quest, she ascended to the realm above.

In general, the Valkyrie is the one who grants her blessing for continued fortune in war. She imparts trials and tribulations, and completing them will in turn earn one great honor. Thus, she is popular both with warriors and with gladiator-slaves who aspire to triumph.



\* \* \*

Those who take up a weapon, which doesn't need to be a sword—it could be the farming hoe, or academia, or song and brave peril will ever know her blessing.

All in this world depends on the result of the dice, and rolling those dice with gusto and prayer will always ensure *something* happens. Win or lose, the gods will remember that adventure forever.

That is what the Valkyrie's followers believe above all else. Thus, she has earned ardent disciples from all walks of life.

One anecdote states that she wore bikini armor in her days as a gladiator-slave, and she is still depicted wearing it today in holy statues and paintings. Some of her disciples follow in her footsteps, wearing bikini armor themselves.

The Valkyrie's followers are not only warriors. She grants her blessing so that people may overcome trials and difficulties. Often, an uncolonized area doubles as a temple to the Valkyrie, and with a place of worship for the Valkyrie comes warriors to keep it safe.

Supposedly, the Valkyrie herself was a disciple of the smithy god. When warriors are born, the smithy god fills them with courage. Knowing this, some worship both the smithy god and the Valkyrie.

---

## ✧GOD OF AWAKENING✧

---

Symbol: A green bell

The Four-Cornered World is home to many Dark Gods. These beings are the patrons of things like disease, torture, and rot. This is because they are tasked with granting necessary evils to the Four-Cornered World.

In a fundamental sense, they do not exist to amuse themselves with the people. It is only because these evils exist that goodness also does. Both are necessary for the scales of Order and Chaos to balance.

However, there are other, outer gods who clearly differ from these Dark Gods. One of these is the God of Awakening.



Nobody knows when the God of Awakening came to be, where he came from, or how he appeared. He had, at some point, set down roots on the game board and has been steadily increasing his followers.

It is said that the reward for worshipping him is wisdom. Suddenly, one will think of a fresh idea to escape peril. That is why he is called the God of External Wisdom.

However, he is much different from the God of Knowledge. The God of Knowledge is well aware of the hardship and dangers of acquiring intelligence and wisdom. This is because if you don't gain the knowledge yourself, you won't be able to use it properly.

Not so for the God of Awakening. What the God of Awakening brings are blunt, simple results. These may come in the form of better hunting methods, superior troop strategies, or improved agricultural chemicals. Quite often, this is called inspiration. The God of Awakening's knowledge is exactly that—the breath of a god, blown into the mind.

Those who experience this flash of insight become enraptured by it as they carry it out. It produces within their hearts a groundless sense of superiority, that their way of thinking is correct, and that anyone who doesn't understand them is a fool.

In reality, everything will go well for a while. Because their ideas *are* correct, and they will seem talented to those around them. And then without them noticing, the situation will bear fatal results. They might hunt an animal to extinction, be caught off guard in a weak spot, or pollute and destroy the environment. Most terrifying is how they don't realize how things got to that point until the end.

If it ends successfully, they will believe it was all because of their own actions. And if it fails, they will be convinced it was someone else's fault.

People—not only humans—are foolish beings. They tend to think they can do things well even without inspiration. Everyone wants a quick fix for a problem without having to do any work.

Any who know the threats of sudden knowledge are only more convinced that *they'll* be okay—and it is those people who prop up the God of Awakening's faith. Thus, the faith of this evil, external god spreads, eating away at the world.



## THE RELIGIOUS VIEWS OF RACES

### » HUMANS «

In general, humans have no restrictions when it comes to religion. They tend to believe in whatever god their parents did, or whichever one is strongly worshipped in their homelands. Belonging to a temple also serves as a proof of one's station.

Young humans may not join a temple despite being a good age for it, instead wandering idly. These types are looked down upon. Children raised in temple orphanages think of the place as their home, and it becomes the foundation of their identity. Half-elves born in human towns abide by these standards as well.

### » ELVES «

The elves living in forests generally don't worship any god. They consider themselves part of nature and exist alongside it.

Though they don't worship, that doesn't mean they don't have faith. They simply believe in nature more than any gods. In a way, they can be called disciples of a higher god.

Still, young elves sometimes worship a deity. This might be because they ran away from the forest, met a priest, and were blessed with the opportunity to hear their teachings.

Elves know nothing of plowing fields, raising beasts, and creating food. As such, they seem to have an interest in the Earth Mother, who emphasizes learning these trades.

Perhaps out of appreciation for her clear rules, some elves prefer the Supreme God.

Other elves may enter a temple of the God of Knowledge, seeking knowledge because of their long life spans. It seems to be a delightful experience for wizened creatures to experience learning something new.



On the other hand, ideas around currency are apparently very hard for elves to understand. Consequently, only a scant few elves will choose to follow the Trade God.

Half-elves born in the forest abide by these standards as well.

---

## ➤ DWARVES ◀

---

Dwarves honor their ancestral clans and defend their honor with their lives, and so belief in gods is extremely normal for them.

The smithy god faith is strong with them for unlocking the secrets of metal and giving courage to warriors.

The Valkyrie also counts many dwarves among her ranks since she was a friend of the dwarves during her mortal life.

Worship of the Trade God is also commonplace because of the dwarves' business selling weapons, armor, and other crafts. According to them, flames and wind are needed to control both money and metal.

The Supreme God is a familiar one to the stubborn dwarves.

Dwarves frown upon the God of Knowledge. They don't mean to look down on knowledge; it's a simple difference of ideas. For dwarves, crafting techniques are not meant to be propagated. That technology is something to keep secret and passed down through lineage. Spreading knowledge is a questionable concept in dwarf society.

---

## ➤ RHEAS ◀

---

The rheas are carefree and live slow lives in their native lands. This disposition draws them to the Earth Mother and Trade God. Every day, rheas plow their fields, buy and sell their crops, and spend their time in leisure. Those two gods are ideal for that.

Still, rheas are known for being extremely curious and brave. There are a fair number of rheas who run off from home with a sword in hand, putting their trust in the Valkyrie.

And as you might imagine, they're not interested in the rigid, formal faith of the Supreme God.



There are some who are disciples of the God of Knowledge, since they enjoy poetry and history a surprisingly fair bit. In rhea hamlets, temples to the God of Knowledge doubling as museums are not uncommon. Most of the time, though, they're basically just stuffed end to end with worthless garbage.

---

## »LIZARDMEN«

---

The lizardmen believe in their own ancestral fathers, whom they call the fearsome Naga. They will not hesitate to profess that they have descended from dragons, who evolved through survival of the fittest.

Since the makeup of the Four-Cornered World is known to be different than what the lizardmen believe, they are frequently regarded as barbaric.

There are many missionaries who try to convert them.

The Valkyrie honors battle, and the Trade God encourages journeys to expand one's understanding. Even lizardmen seem to comprehend the benefit of worshipping these two.

In the past, there have been lizardmen who have lost in a battle of intelligence against a priest serving the God of Knowledge and converted because of it. For whatever reason, there are many lizardmen with excellent academic views.

Evidently, they have a hard time being faithful to the Earth Mother, who encourages violence only for self-defense. They seem to understand where she's coming from but can't accept it. However, some happily offer her worship upon being blessed with children. Ensuring descendents understand the spiral of life is part of their faith in their ancestors, after all.

Lizardmen also seem fairly incompatible with the Supreme God. They won't hesitate to tell a person that reasons and logic don't matter, and that it's much easier to fight to decide who is right. Of course, many lizardmen work as proxies for trial by combat, and as lawyers. So while they are involved in matters of arbitration, their beliefs on the matters themselves seem to be separate.



## ➤PADFOOTS◀

Like with lizardmen, most padfoots worship ancestral spirits. They don't come up with ideas as bizarre as lizardmen do, however. At most, they treat their own ancestors as an important part of their lives. They appear to honor their clan's founders for the great deeds they've accomplished. Many padfoots live spread out in the wild, though, limiting their chances to learn of organized religion. Generally, they will become followers of circuit riders who come around.

Lots of padfoots are disciples of the Supreme God, joining the fold during their journeys as bodyguards. Mercenary and gladiator-slave padfoots frequently offer prayers to the Valkyrie.

The Earth Mother is unpopular with padfoots, because they love to hunt. Fighting only for self-defense is difficult for them to swallow. On the other hand, padfoots who come from gentler tribes prefer the Earth Mother's faith. Still, though, there are carnivorous padfoots who also worship her. Apparently, this is because certain padfoots consider restraining their bestial instincts to be "training."

## ➤MYRMIDONS◀

Myrmidons and religion are two things that couldn't seem further apart yet are surprisingly close. Generally, myrmidons are centered around a queen, and they all live for that queen. Mentally, they differ greatly from other species who have words. Myrmidons and different races must each think the other strange. However, the unusual order of their minds also places them close to enlightenment, apparently. They might receive some sort of divine revelation or decide that a faith would be in the best interests of the colony... The reasons are many and varied, but there are certainly myrmidons who take up a faith.

Presumably, they can have both a queen and a god.

*God save the queen!*

Simply put, it's something like that.





## THE CALENDAR

The sky of the Four-Cornered World has many lights in it: two moons, one red and the other green, plus a sun and countless stars. Do the heavens move, or does the planet? Many explanations have been offered, but nobody knows the answer yet.

Regardless, when deciding the date, there is no other method than to look toward the heavens. Ultimately, the date is determined by the twin moons and the sun.

There are differences in the ways certain races tell time, however.

The lizardmen honor the sun and fear the stars, wondering when they will fall.



The dwarves prefer to engrave characters that will shine under the moon during the same phase in which they're written.

The elves, though they also love moonlit characters, also adore the changes in the lofty stars.

The rheas don't have much attachment to calendars and time at all, preferring instead to enjoy the seasons.

The humans, uneasy when the current time is uncertain, utilize the moons, the sun, and the stars all together.

This human obsession with time is difficult to understand. Still, a perfect calendar is very precise and fairly convenient to have. Thus, most people will generally use the human calendar—while complaining about how impetuous and complex it is. When the human calendar spread, the rheas started to enjoy recording things.

This calendar is simple; dates include the year, the month, and the day. Humans, however, are notoriously perfectionistic and vain. Here and there, a few of them adorn what should be just a sequence of numbers with phrases like “the year of the beautiful roses, the month of the line, the day of red.”

These obviously don't mean much to other species and countries. The vague determiner is that the seasons are the most common method of judging time. After all, not many people can even read or write, and that simplicity comes in handy in many ways. When one considers the shifting of weather, festival times, and how the crops are coming along, the seasons give a pretty good sense of when *now* is.

Several festivals and days of celebration are introduced below, separated by season. It may seem like people are reveling all year long, but that's only because it's very important to. The people party with the gods and their neighbors, give thanks, do a lot of praying, rest, and look toward the next holiday. That is what makes a fine day.

Naturally, festivals differ between regions and races—and some celebrations may not be held in certain places. The Four-Cornered World is so incredibly large that it wouldn't be possible to learn about every custom even given a lifetime of study.



### ● The Day of the Virtuous Thief

Quietly held in early spring, this holiday celebrates those working in darker classes, such as thieves and schemers. It's said to be the birthday, or deathday, of the thief who was in the very first adventurer's party. The precise origin of this holiday remains vague.

Additionally, it's also held on different days depending on the place. One would need to ask a local to know the exact date in a specific settlement.

Flourishing thief markets are held more on this day than on any other. The pawning of stolen articles is especially prominent, to the point where even glittering stars and august souls are said to line the streets.

The Trade God, who appears at every festival, particularly likes this one...or so some folk claim.

Interestingly, this is the day when pickpockets and ruffians show restraint and modesty. Plotting is forbidden, as is stealing, and murder tends to be avoided. Some heretics will still ignore this custom, but those sorts of people will be mocked for eternity.

### ● The Festival of Winter's Passing

A festival to celebrate the end of winter and the advent of spring. Because winter has ended, forbidden luxuries are permitted, like fresh meat rather than dried preserves, and fresh milk. Egg-based meals and sweets are extremely popular on this day.

People get excited during this festival to the point of widespread horseplay and mischief. People don costumes and send out floats, marching parades through town. Song and dance fill the streets, and theaters have fully packed schedules. One popular performance is a story about a man seeking revenge after being framed for a crime he didn't commit.

At the end of the festival, everyone apologizes for causing such commotion, burning wooden dolls as substitutes for themselves in penance. Elves and treants don't really seem to appreciate that part. Of course, some of them don't care and join in the revelry. Everyone has their own preferences when it comes to festivals.



## ● The Day of Fertility

A festival at the end of spring and beginning of summer to pray for the summer harvest soon to come.

Maidens will decorate their hair with hawthorns and wash their faces with the morning dew, then go around to the houses in town. Washing one's face with the morning dew is said to make a person more beautiful.

This day is also called the Day of Thunder. Thunder on this day is considered a sign of good fortune; since thunder frequently strikes during rice's fruiting season, it's believed crops will grow better for it.

In the days that follow, there will be beautiful, moonlit nights that have been given several monikers, such as *honey-moons*. This time of honey-moons is said to be the season of romance and weddings.

This festival is very important to both the Earth Mother and the Supreme God. Thunder, the fruits of summer, and the contracts of wedded couples' love makes this time of year one that both gods are closely involved with.

The night before the Day of Fertility is also called the Witches' Night or the Night of Poets because the border between the physical and the astral grows blurred. The power of those who don't belong in this world, like the spirits, are strengthened on this day. Thus, it is a good time to contact such beings.

Even for spirits, this time of year is all about love. Engage with them carelessly, and you might be drawn into their lovers' quarrel.

---

## ✧SUMMER✧

---

## ● Summer Solstice Festival

A festival to celebrate the longest day of the year, when the sunlight's power grows. People admire medicinal herbs and beautiful flowers alike, make flower crowns, and dance around bonfires. And of course, they eat lots and lots of food.

This day's practices overlap with the Day of Fertility—including how, on this day, girls will wash their faces with the morning dew and visit their beloved. All the businesses surrounding marriage flourish at this time of year.

Even the dark and dreary kingdoms in the north will be bathed in bright light on this day.



Flame is of particular importance during the Summer Solstice Festival for its relation to the sun. It's said that lighting a fire gives the sun power. Scattering the cinders from fires lit on this day in the fields is supposed to make crops more bountiful. Like the Day of Fertility, this is a holiday of both the Earth Mother and the Supreme God.

### ● The Night of Starfall

As its name implies, this is a festival on a night when many shooting stars grace the sky.

Numerous stories about the military exploits and tragic love of a famous hero are told on this holiday. Some claim the hero tried to destroy the heavens themselves, and its shards still rain down upon us. Others insist the shooting stars are the tears shed by the hero's lover. There are even claims that the hero was able to reunite with their lover through military achievement, and that shooting stars are their flames of celebration.

Children are allowed to stay up late on this night, looking up at the stars, hearts aflutter with heroic stories. Lovers join hands, basking in the eve's happiness.

During this festival, the God of Knowledge encourages fortune-telling based on the stars, while the Valkyrie praises heroes. Disciples of these two deities commonly hold the festivities.

### ● Wine Day

A gathering held at the end of summer and the beginning of autumn. It's held at a different time depending on the year; sometimes, it takes place at the beginning of summer.

This is a sacred day when people offer spirits and alcohol to the gods...but since the wine-making god hates formal occasions, it's a simple festival.

The important things are to buy drinks for others, to imbibe for oneself, and to enjoy it. All of this ensures a successful wine-making autumn.

Maidens pick grapes early and make sacred wine for the harvest festival. Some appreciate the day for it being the only time a girl's legs are exposed, as they're generally hidden. Others enjoy the strength of the males as they go about the physical labor of making wine.

Festivals are all celebratory, joyful, and interesting. The wine-making god would probably say the same goes for wine.





## ✧AUTUMN✧

### ● The Harvest Festival

A celebration for giving thanks to the gods of the harvest. Held on a different day depending on the region.

People offer their crop to the gods, make food for one another, and have a lively time in town... In this way, it's the same as other festivals.

This holiday, however, is above all an important celebration for the Earth Mother. Because of this, the festival is particularly known for its dances. Priests will offer up dance and prayer, wishing the best for next year's harvest. Should these things go well, the soil will be rich come the following year.

The forces of Chaos frequently attempt to intervene on this celebration, as the power of those not of this world is strengthened due to the festival's proximity to All Saints' Day.

On the western frontier, they release sky lanterns into the air to send off the dead.

### ● All Saints' Day

The day when autumn ends and winter begins. The day and night are of equal length when this celebration is held.



Because the boundary between physical and spiritual blurs, it is called the Day of the Dead—and it is believed that those long buried return to the land on this day. Immortals are at their most powerful during All Saints' Day.

The people hold a festival on this day to mourn the departed and to protect themselves. In the early evening, they will light sacred bonfires, then keep them burning while spending their time merrily. The belief is that remaining bright and cheerful wards away evil things. Thus, many settlements also hold a variety of performances to ensure everyone has fun.

Sometimes, people will dress up as monsters in order to spend time with the dead and fool the eyes of evil spirits. They'll also hang lanterns made of hollowed-out fruits and do ceremonial dances for the gods...

In some ways, it can be difficult to distinguish this from the Harvest Festival. Regardless, celebrations are always fun, no matter how many times they're held.

When morning comes, everyone brings flames from the bonfire back to their own hearths at home to protect them for the winter. In farming villages, this festival marks the end of autumn. After this, they no longer go out into the fields, instead doing winter work indoors and waiting for spring.

---

## ❖ WINTER ❖

---

### ● The Day of Books

One of the few holidays of the God of Knowledge. Naturally, it's always precisely recorded what day it falls upon. Allegedly, the holiday began when a hero who served the God of Knowledge opened a school. The Day of Books is said to be abundant with blessings for all those who strive in academic pursuits.

Many people don't leave their houses during the winter. In a way, this is encouragement to study and read books. Even those who generally don't even spare written material a glance and those who can't read or write will treat this day differently. They casually open a book they can't read or try holding a brush in their hand.

The God of Knowledge is a deeply compassionate god to anyone who tries to learn. Those who begin studies on this day, even if it's starting



with learning how to read or write, will likely continue it for a long time.

There's another superstition that claims people should open windows and call the wind into their homes. This is to invite in both the God of Knowledge and his friend, the Trade God.

## ● Yule

Yule is a festival to celebrate the sun regaining its power once more, and it is held at the end of the old year and beginning of the new one.

It goes on for a week, one spent having extravagant feasts and burning large logs.

Girls generally wear white clothing and wrap themselves in red bandages, pretending to be ladies-in-waiting. It's said this is so that they can welcome in a new sun.

Children also enjoy when the Yule log is chopped down, since the youngest child at the time is placed to sit atop it. When burned, the Yule log's flame wards off demons, never fading. People believe that any who don't cast a shadow from the flames are soon to perish. The Yule log's ashes are also believed to protect livestock from disease.

Food during the holiday consists of goose, cakes, and other things that will keep. Traditionally, a lot of food is prepared in advance so that everyone can celebrate for days on end.

People give gifts as a sign of gratitude during Yule. One strange aspect is that you're allowed to kiss someone when underneath mistletoe.

Revelers welcome in a new year, and a new sun. Once the festival is over, the new year has arrived.

## MAGIC

The main form of magic involves words that have true power within them that are connected to the world's laws.

Other forms include the spirit arts, where a practitioner will summon spirits to borrow their power.

Then there are miracles, spells cast when priests pray to gods for power, as well as ancestral dragon arts, a unique form practiced by lizardmen who revere their ancestors.



Excluding these, there are methods like necromancy, which borrows power from dead spirits and corpses, and uses them for one's bidding.

Whatever the method, magic is a method for altering the world in some way.

The strength of its effects is massive, and not something that can be easily replicated. However, with that strength comes considerable fatigue, too.

Being able to use forms of magic heavily depends on one's aptitude for it. Even a clever and pious person may still not possess the ability. That's how amazing it is to have control over magic. This is true even for simple conjurers, fortune-tellers, wind-readers, and rainmakers. Oh, the sheer power of a sorcerer who has graduated from an academy! While sorcerers are highly respected, they are also feared by the superstitious. When it comes to priests, though, there is only respect. People are self-serving indeed.

In addition, no matter what the type of magic, its power isn't accurately known by the populace. Most of their knowledge comes from the tales spun by bards and theater performances. They think of magic as flashy and incredible, which is only partly true. Because of this, many people tend to forget one important thing: Magic is a tool to be used, but whether it's for good or evil depends on the user.

---

### »WORDS OF TRUE POWER«

---

Magic that uses true words. These true words are thought to alter the world's rules.

Using them puts a heavy strain on the minds of mortals, meaning there's always a limit to how many someone can memorize or record. The words are also lost as the spell is cast as payment for their world-altering effects. That's apparently why there are so many magicians with noses buried in spell books all the time. Several things have been tried to lighten this burden over the years. Sorcerers have many styles—they may use incantations, staves, cards, or jewels. Yet none of them have successfully made a difference. Mortal souls can only use up to three true words at a time. It cannot be two, and it cannot be four. Five is right out.

For most sorcerers, their first master is a conjurer in their village or town. If the pupil has talent, they're encouraged to go to an academy



in a larger settlement. There, they study spells under a guide to learn the art. In general, anyone who learns to use one or two spells is considered a full-fledged sorcerer. That's how difficult it is to properly pronounce and write true words.

Proper sorcerers take many paths. Some remain at school and continue their research. Others live in towns as wind-readers and rainmakers. Social success, easily understood achievements, artifacts from ruins, research on monster biology... No small number of sorcerers choose the adventuring life, claiming that truth cannot be found in places of learning.

Of course, many use magic for evil purposes. As the saying goes, "Spells do not upset the world—people do."

These spell-slingers work to memorize spells that will further their personal goals. It is also important that they be capable enough to escape sticky situations without using magic. These so-called spell-slingers are similar but different from spell casters.

Thinking sorcerers simply hurl fireballs and lightning bolts around is proof of inexperience, and that applies to more than just words of true power.

A single true word can be used without any particular fatigue. Perhaps sorcerers will create new spells by combining true words in different ways...but only if the gods permit it.

To truly understand the world's rules, one needs to reach its "corner." What awaits them there? What are the rules of the world? And what exactly is this "corner"? Any who know are surely out there at the edges with the rest of the mysteries.

---

## ✧ SPIRIT ARTS ✧

---

Spirit arts are a form of magic wherein a practitioner borrows the powers of sprites and spirits to directly bring forth phenomena.

This magic demands an affinity with spirits, a level of understanding of them, the talent to pronounce words in the spirits' language...and a catalyst, an object spirits desire. In an environment with no spirits with which to exchange these things, one cannot use their power.

Because spirits are close to the spirit world, those of lower rank will



not understand the shared language. Becoming close with spirits could itself be called the most crucial talent.

Whatever the case, the spirit arts are a method of communing with a different plane. And like the other spell systems, employing its techniques incur a significant burden on their user.

Spirits have an affinity with elves, padfoots, and anyone else who lives in nature. This includes dwarves and dark elves as well. After all, even the undersides of mountains are part of nature.

Recently, there has been an increase in street shamans. These people pick out spirits from walls, cobblestones, sewer rats, stray dogs, or the darkness of the streets themselves. One must not underestimate a shaman even when encountered in civilization. They could cause the flagstones to ripple, control the rats, produce flames from streetlights, or unleash the muddy waters from sewers.

A few believe that the spirit arts may be the same as true words and miracles. However, nobody has found conclusive proof of such yet. You wouldn't be able to talk to spirits with a half-logical idea like that in your head anyway. What do you even think you'd be doing? This is *magic*, remember?

---

## ➤MIRACLES➤

---

Sacred prayers that allow one to plead for power from gods and use it to one's advantage. Unlike other forms of magic, it isn't something one can use just by learning the words. Only a purehearted prayer—and soul—makes this magic possible.

In general, the gods will not interfere with people's lives, whether the deities are of Order or Chaos. While the gods did create the first people with words, they now enjoy seeing mortals surmount difficult adventures. This is the case even for the less savory gods.

The gods love all their pieces equally. They do not enjoy controlling people's actions however they wish. However, this means they will not save mortals even when they're in dire straits.

Gods or not, none can freely control the dice of Fate and Chance.



This makes one's depth of faith and their ability to create miracles two completely separate things. Sometimes, a saint who gives charity without recompense won't be able to call upon the divine, while a greedy, fattened priest will. Godly thinking is beyond the conception of mortals.

A practitioner uses purehearted prayer to bind their soul to the gods above and beseech them directly. That plea empowers them to perform a miracle.

Contact with the plane of the gods puts a huge burden on the soul. Thus, casting miracles greatly fatigues the caster's mind and body. Beseeching the gods is certainly no easy task.

---

### ➤ANCESTRAL DRAGON ARTS◀

---

A dragon priest is a type of devout who uses ancestral dragon arts. However, their faith is a unique one, and they don't borrow the power of the gods. Instead, they borrow it from the fearsome Naga, their great dragon ancestors.

They believe in survival of the fittest, of the cycle of life brought on by the food chain. Their faith also stipulates the following:

"We were born from the dust of the ocean as fish who climbed onto land.

"We are descendants of the fearsome Naga, who came to the surface on four legs and evolved to use two."

This faith is incredibly odd for the Four-Cornered World that the gods created. (Of course, it's possible the gods created them this way intentionally.)

Their ultimate goal, faith-wise, is to become fearsome Naga themselves. To that end, this religion is generally meant for lizardmen. It should come as no surprise that other races do follow it, though. They will obviously be regarded as odd by others, but from a lizardman's point of view, these people are to be welcomed, not turned away.

"Before man was ape, before ape was rat, before rat was lizard. So it is said."



When you go back to the source, everyone was dust from the sea. And as such, there is no difference between anyone who wishes to become a fearsome Naga.

It is thought that strength is a requirement for attaining fearsome Naga-hood. Given what dragons are, weapons and armor are considered tools for the inexperienced. The strong go barehanded, with only their scales, teeth, tails, and breath. When a dragon priest comes up against a true enemy, they will challenge them to unarmed combat—for that is the highest form of respect for dragon priests and lizardmen.

The basic tenet of this religion is that they strive to become dragons by fighting the strong and devouring their heart, thus bringing their lives together. If one is weak, their corpse is returned to the world and allowed to continue its cycle. They pray that one day, they will be born as a stronger life to rival theirs.

Ingenuity is included in one's strength. If one is caught in a trap, that just means the opponent was more resourceful. The one who was unable to see the trap and overcome it is considered to be weaker. Most importantly, whoever is left standing is the victor. It can be through martial prowess, cleverness, or even by fleeing. Whatever the situation, one must never give up and fight through to the end to survive. Survival of the fittest, based on that mindset, is what they honor most. Perhaps it is for this reason that lizardmen and humans tend to get along surprisingly well.

The strong also have a responsibility to protect the weak. Hurting a loser unnecessarily and torturing others are considered despicable acts. A strong opponent deserves respect if one is to eat their heart. The weak must be quickly returned to the world, and their reunion prayed for.

This is why dragon priests acknowledge slaves—because they are weak, yet strong for having acquired their own niche for survival.

A dragon priest will kill someone who asks to die without hesitation. Any weak beings who give up on survival must be quickly returned to the world. The dragon priest will expose their remains to the wilds and pray that they will be reborn into a stronger life.

On the other hand, if the foe doesn't ever give up, a dragon priest



will be more than happy to fight them. And then in order to become a dragon, they will show respect while devouring their opponent's heart.

If the foe swears allegiance to a dragon priest, the latter will take responsibility and take them back as a slave. As has been stated, the most important thing in dragon priest culture is striving to continue living. Whether a foe is a technician or a laborer, they will be treated with respect.

If a bested opponent makes use of their beauty, they may be taken as a mate, for sexual attraction is, without doubt, part of a person's strength. Whether male or female, having a companion who can bear many strong children is a tremendous asset.

From all these things, lizardmen are known as the race most proficient at combat—and this goes for dragon priests as well. One can see them in battle frequently, having been paid as a mercenary to be an army priest.

Still, different tribes have different thoughts and ideas.

Some label demons heretics—aberrances who don't belong to the line of evolution.

There are those willing to massacre any race that doesn't submit to them—for the weak must be culled.

A few will argue over whether dragons became birds or if birds and dragons are separate.





Dragon priests aren't bound by ideas of Order or Chaos. It doesn't matter to them—because if there's a battle, they'll come running and have a great time killing each other.

---

## » NECROMANCY «

---

Necromancers are those with control over the cycle of life and death. A very unique form of magic, it sits in the gaps between sorcery, miracles, and the spirit arts. One could perhaps say that necromancers worship deities of life and death.

Either way, the form is abnormal in that it employs the power of the dead. Necromancers can use secret techniques to call out to the dead, resurrecting their power into the physical world and using it for the necromancer's own purposes.

It goes without saying that necromancers are not evil, in and of themselves. As long as life and death are part of the Four-Cornered World, they are inseparable. There is a stigma against them, however, thanks to a few wicked necromancers.

*"I will build a labyrinth, create monsters, disturb the world, and prepare treasures—then when the glory-hunting adventurers come, I will kill them and increase my powers over death!"*

The sort of necromancers who scheme such things are a constant source of worry for the more kindhearted ones.

There is one particular way to tell good necromancers apart from evil ones—whether or not they honor the dead. Do they borrow their power or simply use it? It is a very crucial difference.

Necromancy's methods are somewhat strange compared with other forms of magic. It relies on engraving seals showing the mysteries of life and death onto corpses or the land. Not much is needed: the point of a staff or dagger, a trace of the finger, one's own blood or that of another. In general, a necromancer does not need to chant—at least, not spells.

A necromancer needs to somehow rattle the vestiges of the deceased person's mind. Necromancy is, in other words, a great variety of tricks



to get the dead to accept their suggestions. They will perform rituals where they call out to the dead, speak to them civilly and politely, and request their assistance. Or they might threaten them, bind them, enflame their grudges, and incite their resentment. It's easy to see from this whether the necromancer respects the dead or simply uses them.

In addition, necromancy is not for reviving dead people—the deceased do not come back to life. Upsetting the cycle of life and death is akin to defiling the act of living itself.

Still, many fall victim to the temptations offered by wicked necromancers, even though the failed ritual will only accelerate their sorrow and madness...

## ORGANIZATIONS

### → THE KINGDOM ←

A certain kingdom, in a certain region, on a certain continent.

Although it is a human settlement, other races visit from nearby.

The kingdom's young ruler is lauded as a genius who accomplished many martial deeds in a past war. Though young, this king deftly governs during chaotic situations. He understands that perfect governance is impossible, but he still makes strenuous efforts toward the best outcome possible.

Not everyone acknowledges him, however. Some nobles tend to look down on him, for though he is the rightful lord, the direct descendant of the previous king, he's still nothing but a youngster who started as an adventurer. Some of these aristocrats, who form a faction in opposition to the king, are even in contact with adjacent nations as well as more shadowy forces. They plot conspiracy, perhaps because they aim to steal the throne for themselves.

The nation is presently in disrepair, the scars of war run deep, and evil cults and shadows of Chaos yet lurk about. It is the duty of the king



to stand up against them. He aggressively issues orders to retainers, knights, and high-ranking adventurers. Combating these threats puts a large strain on funds, however. Income, resources, and people are all in limited supply. It's very likely that the king will need to ask adventurers for help quite often.

The king has no wife or heir, but he has a younger sister. She is a rambunctious sort who frequently bursts out onto the streets and causes an uproar. Friendly and strongly inclined toward justice, the princess is not the self-indulgent type. Rather, she simply cannot forgive the wickedness and injustice that slips through her brother's fingers.

Her identity is not known to the public. She's quite famous in the city's Adventurers Guild for putting in strange requests, though. Lately, for reasons unknown, she seems to have embraced the Earth Mother. Perhaps her relative calmness now is something to be happy about.

If one turns their feet toward the western frontier, they will come to the water town, a hub of trade. Within its walls, roads intersect, a great river flows, and a temple of law to the Supreme God exists. The highest authority there is the Supreme God's archbishop, the Sword Maiden, well-known as one of the six heroes from the previous war.

Beautiful, intelligent, and deeply compassionate yet merciless when judging evil, she is an object of much adoration among the populace.

Yet the water town is not immune to the threat of Chaos. Recently, due to the machinations of an evil cult, goblins infiltrated the metropolis. Thankfully, they were exterminated by adventurers, and things ended without incident.

Different parts of the kingdom are presided over by local leaders, such as nobles or feudal lords. The king collects taxes from the feudal lords by way of his moving palace.

When one mentions the "military," it could refer to the national armed forces belonging to the king, or to the private soldiers of territorial lords. However, as it hasn't been long since the war, everyone is stretched thin.

When it comes to matters like goblins appearing near a village, kidnapping livestock, and playing mischief on fences, adventurers are the ones entrusted with handling it.





## ✧ THE NOBLES ✧

Those serving the king and entrusted with territory are called **nobles**.

In a broad sense, being entrusted with managing a domain makes one a noble.

Nobles manage their territory, collect taxes from their citizens, and also serve in military affairs in times of emergency.

Territories come in all shapes and sizes, as do family positions, so there are always exceptions, but the standard noble titles are knight, baron, viscount, earl, marquis, duke, and grand duke. Please think of them in this order, with the latter titles having more territory and a higher family status. Once someone becomes at least a duke, that makes them royalty, giving them a blood relationship to the king.

Compared with the knight, a title which only lasts one generation, the difference is like night and day. In fact, a third child of a poor knight wouldn't even be considered noble at all; many nobles with lower titles don't have any territory to begin with.

Recently, there have even been those who are nobles only in name—ones who buy and sell noble titles for money.

Still, nobles are the people who make the kingdom move. If you are



a normal citizen, it would behoove you to pay them some respect—at least, on the outside.

A noble's job is to manage their territory. They collect taxes, put the money into public projects, and house the profits in the kingdom's coffers. These public projects include things like road maintenance, flood prevention, flour-milling windmills, waterwheels, and bread-baking furnaces.

Some nobles embezzle funds, but up to a point, this is tacitly permitted. After all, nobles have no actual income. Even if they do line their own pockets, their skills at management and administration outweigh their wrongdoing.

It is the viewpoint of unlearned civilians that all nobles are evil and live in luxury. Should the citizens drive out their noble, all that would be left are citizens—who can't read or write. They wouldn't know how to keep the nation going.

Obviously, there are good nobles and bad nobles—just as there are good citizens and bad ones.

Still, feudal lords are just as much the victims of war as anyone else. A weakening of national power is synonymous with upheaval in various territories. Even good nobles will have their hands full simply maintaining the status quo, to say nothing of restoring everything.

More than a few nobles plot conspiracies against the new king as well. Chaos seeps into their territories, with monsters and brigands running rampant. Peace crumbles, and sometimes, the nobles themselves are in league with evil cults and neighboring powers...

Employing is another issue—their budget comes from taxes, and the men and women are picked from the populace. Without capital, there's no way to make it work. Though levying taxes sounds like easy business, the act of collecting money costs money. Moving around the territory with private soldiers, going around to everyone, totaling the collected taxes, not to mention transportation...

The king personally visits those with territories directly under the royal family, as well as frontier territories where nobles are harder to keep an eye on. Though the pretext for it is to collect taxes and attend to various duties, part of the king's job is also to display his military power. This is what is called the moving palace.



However, with only one king, there is a limit to how large an area he can handle. Even with all the nobles, there are more issues than can be managed. That's where adventurers come in.

There are disturbances within individual villages that don't grow to anything that warrants national attention, however. For example, villages will personally request adventurers for minor things like goblin extermination.

Some may believe the territorial lord should be the one paying the rewards for this kind of work, and that does happen for larger hunts. For trivial matters like goblins harassing villages, it isn't possible, though. The village would have to notify the lord, and the lord would then need to investigate, sending vassals to the town. After that, there'd be coordination with the Adventurers Guild, choosing adventurers, dispatching them... It would take too much time and effort. It's quicker for village officials to hire adventurers on their own.

---

## ◀ CIVIL SERVANTS ▶

---

The nobles who serve in the king's palace and are involved with state administration are called civil servants. While they all fall under a single name, their ranks are many and varied. Ministers are one tier, but lower levels include rank-and-file law enforcers like guardsmen. In general, noble houses inherit civil servant roles by hereditary succession. However, there are plenty of civil servants who didn't gain their positions that way.

Employees at the Adventurers Guild are one example of this. Talented people will be chosen from among the nobility and assigned to work at the guild. Civil servants obviously need to read, write, and do math. The ability to interact with others regardless of societal status, race, age, or gender is also a requirement. Because of this, plenty of civilians and retired adventurers will try to be appointed to the position.

As already explained, lower-ranking nobles don't receive an income. Similarly, lower-ranking civil servants are paid a modest salary. How large this salary is depends on the specific job. Sometimes, these civil servants are given tacit approval to work side jobs for more income.



In contrast, higher-ranking civil servants will have plenty of money from their territory. As a result, this sort of work often becomes a net loss for them. Despite being a highly prestigious position, minsters don't get paid at all for these kinds of responsibilities. Nobles have a responsibility to keep the country running smoothly, after all. Nobody comes out and complains about these tasks—at least not conspicuously.

Civil servants are very sensitive to reforms that would threaten their profits. Perhaps that's a rather obvious response. One could claim this is also why so many of them oppose civilian appointments. And this has a kernel of truth to it. Nobles receive an education based in a family that goes back for generations—the level of trust they get differs greatly from civilians born and raised in some random place nearby. There's no proof, however, that a civilian would even be able to read, write, or do math. They doubt people like them could be entrusted with an entire nation.

A town crier is a civil servant position more accessible to civilians. A crier rides a horse up and down the streets, blowing their bugles to deliver messages to the populace. The messages themselves can be anything from newly enacted laws to decreasing bread prices. Bread is the main component of everyone's diet, which means royalty and nobles are responsible for managing its price. The crier must not announce the wrong price, which is an important duty. In a way, these civil servants are the ones giving the most help to others.

Magistrates are civil servants entrusted with the management of territory. They're assigned to local lords who are busy, absent, too young, or hold too large a domain. However, as far as civil servants go, magistrates are on the bottommost rung, because a lord can name literally anyone to the position. Even so, standing in for their lord grants them massive authority. Accordingly, they are allowed extra income based on their responsibilities. A magistrate's job includes keeping up appearances. Not many will want to entrust tax-related tasks in the hands of someone dressed in filthy rags.

However, the presence of those who would use their authority for evil purposes and line their own pockets is a truth of the world. Frontier areas are particularly difficult to keep an eye on right now. Nobody is



able to watch every nook and cranny in the world and lead it all. Which ends up being another adventure, I suppose.

---

## ✧ CIVILIANS ✧

---

Civilians spend their days working, gaining nourishment, and paying taxes. Commoners can differ greatly if they live in a city or town as opposed to a frontier village on newly cleared land. Most of them, however, won't leave their settlements except to travel to ones right nearby. A civilian may only go on one trip in their entire life. In general, many will live out all their years without ever leaving their homeland. They inherit their parents' jobs, build a family of their own, have children, raise them, and then pass away.

Most people cannot read or write. Most haven't ever done any studying, since they don't think they need to know anything except how to live. Of course, if a temple to the God of Knowledge is nearby, that's a different story. Children may learn some things from the devouts of the temple, but it still won't be much.

Common knowledge mostly includes festival performances and songs performed by traveling bards, as well as legends and traditions from the village's elders. In rural areas, people may not know their current king, nor even the name of their local lord. They're also hazy on details about adventurers, magic, monsters, and heroes, with only a vague impression of what they're like from faerie tales and bard songs.

Dragons, demons, and whatnot are all dreadful, and beasts are frightening. If it was just goblins, locals could probably drive them back. Yet goblin extermination is frightening, too. And the local lord will take too long to do anything about it. Naturally, the public opinion turns to hiring adventurers.

That's how things happen. Villagers pay through bartering. They can't exactly pay taxes in direct paper money, as they don't have any. Hiring funds are scraped together from the entire village. They give everything they have, even rusted old coins. After collecting as much money as possible, they go to town to file a request. Because it's such a big responsibility,



the journey falls to a village leader or someone who has experience. Commoners from a poor settlement can't tell a good adventurer from a bad one, so they have to rely on the guild and its civil servants.

Once the request is submitted, the villagers need only to be wary of goblins and wait for adventurers to arrive. The time of village girls going off with rough and rowdy adventurers is in the past. Still, they watch the process with bated breath, then leave the cleanup to the adventurers.

Most adventurers would slay the goblins, then leave triumphant, which is why the children who see them are so enamored with the questing life. *Surely, I can get strong enough to beat back a few goblins!* they think. *Why bother sticking around here eating gruel? If I became an adventurer, I'll get to experience things I can't even imagine!*

This is when young adventurer hopefuls will leave the village for the first time in their lives. They depart with savings from their parents in their pockets and their chests swelling with pride. They don't even think about the possibility that they could die. That is their first adventure.

It's easy to ridicule such a decision as a reckless act...but nobody in this world has the right to do so.

There was a war a decade ago, and then another more recently. Many settlements fell to ruin. Thankfully, not every village and town burned, nor was every commoner drafted.

Most people didn't have time to think of anything except surviving until tomorrow. They worked, and their living held the world steady and helped keep the peace.

The world is more than heroes, monsters, and adventurers. Living each day is a very important and respectable thing.

---

## ➤ ADVENTURERS GUILD ➤

---

The Adventurers Guild is the national agency that manages adventurers.

Unlike most normal guilds, this one is entirely a state-run office. Its main duty is verifying adventurer identities and arranging and mediating requests. Self-professed adventurers are a reserve army of outlaws, crooks, and bandits. The guild exists so that people like them don't roam free.



It's extremely difficult to live a wandering life with no home. Nobody will trust you, and you can't rely on anyone else. This would drive people to criminal acts, but fortunately, the guild manages things and catalogs adventurer identities, decreasing how many illicit incidents there are.

There was a period where adventurers were undocumented, taking on whatever shady job came their way and resorting to violence as they pleased to see their task done. It was a period of mistrust, when everyone glared at those they passed on the street.

Naturally, this made for poor public safety and dangerous roads. It was a genuinely perilous era that lasted for a while.

With the advent of the guild, things changed. For adventurers, the concern that a requester will betray them has all but disappeared, and they can complete their jobs without worry. For filers, requests can be submitted to adventurers who are trustworthy, and they can entrust the jobs to others without worry. An Adventurers Guild means a state agency that manages outlaws and gives peace of mind to the populace.

The nation's military force's principal duty is the security of national borders against powerful forces of monsters. They don't have the time to assign troops to different issues within the country. The unfortunate reality is that they truly have too much on their plates and not enough people for it. That makes adventurers a necessity.

The nation spares no effort in propping up excellent adventurers with respectable appearances. For this reason, registration aside, they conduct rigorous personality evaluations for adventurer promotions. An adventurer is judged less on their strength and more on their moral fiber and trustworthiness.

"I treated completing the request as the highest priority, knowing unrelated people would be killed."

"I purposely caused more casualties because it was more efficient for completing the request."

While statements like these may initially suggest that an adventurer is ill fit for promotion, context counts for a lot.

For example, the adventurers may have prioritized slaying a dragon



while ignoring burning houses. They may have had no choice but to wipe out all the victims of a vampire's bite. Of course, they could have also thoughtlessly romped in and relied on brute force. The point is, the Adventurers Guild needs to be certain.

A model Adventurers Guild is both a watering hole and a home for adventurers. Such things have existed all over, and certainly not as organizations. Every town has had that one bar adventurers would all gather at. Places where they simply sought out companions and requests. Thus, the guild's duties are to assess adventurers and mediate requests.

The Adventurers Guild is by no means a charity organization. It will not take the time to teach and guide unlearned young people from the countryside. The reason for this is that adventurers, in all ways, are free. They are judged on trustworthiness and ability, not on race, societal status, or gender. This naturally leads to a tendency toward personal responsibility. They can ask others their opinions on a request if they wish, or they can choose not to. They don't even need to do any research beforehand. Nobody is going to reproach them for heading off to battle monsters without any weapons. After all, they could be monks. The ignorant would have no place to meddle in their affairs. Carrying this to an extreme, as long as one leaves on an adventure, how they conduct that adventure is completely up to them.

...Still, everyone else's opinion and whether or not adventurers will survive are separate matters. Some who thoroughly prepare themselves might still die, and those who go charging in headfirst may return alive anyway.

The Adventurers Guild's mission is to build up a group of promising adventurers. It isn't that they want to let other adventurers die—simply that they'll go around and ask people, hoping for something promising.

Requests concerning the fates of nations cannot be entrusted to ruffians who boast of their strength. Someone who can't even slay goblins could never slay a fire dragon. You became an adventurer by choice. And as long as you are one, you will be given the freedom to go on quests.

Every path you choose will be your own, and nobody can object—except, perhaps, the dice of Fate and Chance.





## ◀ ADVENTURERS ▶

Those who belong to the Adventurers Guild are called adventurers. Anyone can become one, so long as they are considered an adult. They'll recruit comrades, prepare equipment, and take on requests.

Adventurers are evaluated based on the jobs they've completed, and eventually, they're given promotion exams. The main factors in this exam are the person's contribution to society through those requests and the total reward amount. Many adventurers will refer to these things as "experience points."

Adventurers are sorted into ten different ranks.

Rank 1: Platinum

Rank 2: Gold, Rank 3: Silver, Rank 4: Copper

Rank 5: Ruby, Rank 6: Emerald, Rank 7: Sapphire

Rank 8: Steel, Rank 9: Obsidian, Rank 10: Porcelain

The starting rank is the tenth one—Porcelain. The sets of three the adventurer advances through are referred to as beginner, intermediate, and expert, respectively.



Porcelain adventurers are basically punks just starting out. Once they reach Steel, however, people start to look at them differently. They know that person has survived long enough to get some genuine results. This is called trust. Once an adventurer gets to Silver rank—the highest one can normally reach—they are, in both name and substance, first-rate adventurers. Achieving Gold rank means they will probably be assigned to national-scale problems.

The very top rank, Platinum, is on a completely different level. They are heroes, and only a few have ever existed.

The origin of adventurers can be traced all the way back to the Age of the Gods. The very first adventurers were a fighter in chain mail and his companions. From them was born the idea of being an adventurer. That fighter in shining chain mail is known as the first hero.

Many years after, a second hero appeared. Though it may beggar belief, he slew a demon lord on his own.

And when the third hero appeared before him, the king at the time proclaimed, *"He is no ordinary man."*

It was thus that the Platinum rank was created.

Since then, less than ten of these extraordinary champions have appeared throughout history. Supposedly, this generation's hero is a black-haired woman still young enough to be called a girl. She wields a sacred sword that can unleash the light of the sun.

For many people, the chance to become an adventurer is a major opportunity. It allows them to turn things around and make something of themselves, no matter what situation they're in. They have the opportunity to reap far greater rewards than they would plowing their fields. If it goes well enough, they might become a knight or a local lord, too. Even ascending to herohood isn't beyond the realm of imagination.

Of course, only a select few are able to make that dream a reality. Still, if a select few already have, that means it's not impossible.

Some may laugh at foolish deaths, but never at the idea of taking on a quest. None have the right to mock the adventuring life.



## »THE ROGUES GUILD«

The kind of back-alley organization lurking in the shadows of big cities is referred to as the Rogues Guild. While technically an organized group of ruffians, it is not an official guild in any sense. A Rogues Guild is what people call the group that takes on jobs that involve illegal business.

A complicated form of etiquette is required to contact a Rogues Guild, and it isn't easy. Knowing that process serves as proof that someone has taught it to you. In other words, it's a kind of identification. Know how to act, and the Rogues Guild will trust you to a point.

Rogues Guilds are deeply involved with magnates, nobles, temple clergy, and others with authority. These people are the clients who bring in requests. They'll have the guild buy up stolen goods under the pretext of recovering things that belong to them. Or they'll pay a protection fee so that they won't fall victim to burglaries to begin with. And then there are even darker jobs, the likes of which must be hidden even deeper.

Those who make such anonymous requests are called johnsons. The guild's tendrils—fixers—undertake these requests, and the fixers manage the runners, who do the actual dirty work. Obviously, fixers cannot simply spread the word of whatever they need done. They have many jobs, however, including gathering evidence. This means that half the payment goes to the fixer. The rest is usually given to the runners, part of it in advance and part of it once the job is done.

These jobs may include anything from assassination to kidnapping and larceny. Some Rogues Guild activities might help an adventure; others might hinder it.

As an aside, both unlicensed prostitutes and official brothels also make requests of the Rogues Guild. Their clients visit to enjoy themselves for a night. Boorish authorities crowding in would ruin everything. And this is to say nothing of the strong bias against succubi, incubi, vampires, and sex work in general. Clients wish to keep the details of their activities and identities secret.



Sometimes, the Rogues Guild makes requests of the Adventurers Guild. These inquiries are never placed lightly. A Rogues Guild can't call upon heroes who stride around gallantly. They'd need someone who would carry out the job precisely and carefully.

---

## ✧RUNNERS✧

---

Those who run unlawful adventures, carrying them out, are called **runners**. They will take on requests to kill people for money and sometimes receive a reward for enacting justice. They exist between light and dark, moving through the shadows.

Runners have even more freedom than adventurers. Nobody cares whether a runner gets other people involved during their work or not. Not a soul dares to offer them advice, nor will anyone do the research on their job for them. There is no need for them to seek out companions, and they have no enemies, so long as they stay alive.

They remain calm and sharp, kill without hesitation, keep a firm grip on their weapons, and accomplish it all on their own. Betrayals and purges, small loyalties and sympathies mean everything in this world. People are judged on ability alone, and not on gender, race, age, or societal status.

Live or die, it's all a runner's own responsibility. They're free to be openly violent and earn grudges, and they are free to be stabbed in the back. From this point of view, living free is terribly difficult. Adventurers kicked out of the guild wouldn't last long as runners. Still, disposable human resources like them are always in demand. And ironically, they will always be paid for it.

You may well come face-to-face with a runner during your adventures. And when you do, you can only pray they're not an experienced one.



## ➤ OTHER GUILDS ➤

All workers unions in specific industries are referred to as **guilds**. Unlike the Adventurers Guild and the Rogues Guild, other guilds are all official civilian organizations. To put it more simply, they're like mutual-aid societies.

Smithing, shoe-making, bread-baking, saddle-making, carpentry, cloth-weaving, tailoring, stone masonry, fishing, and so on—every job you can think of has a guild for it. They will apprentice new workers and have meetings to adjust prices. In other words, if you want to get into a job, the only way is to join a guild. It is for that reason that many people inherit their class from a parent; it's easiest and simplest to start doing the same work in the same guild as them.

In most cases, guilds work to your benefit. They unify manufacturing standards, control the quality of goods, and manage prices—all useful things. On the other hand, though, guilds are there to protect their own vested interests. They will remove outsiders, block new products, and apply pressure to other workers, obstructing them and forcing adherence. And that's all if you're lucky; they have all sorts of plots and schemes that they're well familiar with.

The shadows in cities are dark and thick, and runners work in those dark spots. That's not to say there's no room for adventurers. Runners aren't all that trustworthy, after all. If something is going to be above the table, hiring an adventurer is the only way to go. Now and then, an adventurer will challenge a guild to expose wrongdoing.

## ➤ TEMPLES ➤

Temples are institutions dedicated to gods. There are different types, but they are mostly equivalent. Some might view training in ascetic practices as important, while others are made specifically for worshipping. For example, the God of Knowledge encourages scholastic studies, making it one of the former; temples to the Supreme God, though, will serve as courts much of the time.



\* \* \*

The Four-Cornered World is home to many faiths of many gods. A single town or city will have more than one temple in it, though smaller villages or newly claimed lands may be exceptions to this. Yet even in such places, there will always be small shrines to a deity or two.

Of course, there are regional tendencies when it comes to numbers of the faithful. Regardless, gods are not considered better or worse for it.

In general, temples will be to one of the five main gods. However, many unnamed divine entities are also worshipped, and there are temples for them as well. The upper gods have fewer places of faith, since they're considered to be more distant from mortals. They will never be forgotten, though, and plenty still offer prayer to them.

No matter the town or city, there will always be temples, regardless of what gods they're for. For adventurers, this is a very reassuring fact. These temples, scattered across the lands, are invaluable resources for beginner adventurers.

Temples also fill many spaces that nations and trade associations can't reach. For example, many also serve as medical facilities. They can also be a place of asylum for the poor and downtrodden, and some—not just those of the God of Knowledge—can also be schools.

The Supreme God's temples, which shoulder law and order, function as courts and occasionally take on a peacekeeping role.

The God of Knowledge's temples are generally places of learning, or library towers. More than a few of them also act as apothecaries or publish books.

Many of the Trade God's temples double as meeting places for merchants.

Quite frequently, temples to the Valkyrie are also arenas for combat.

And a lot of farming villages that rely on the Earth Mother will have temples to her.

In the kingdom, the Supreme God's temples hold the most power. This is in large part because of the effects of the last war, as well as the Sword Maiden's presence. Recently, however, the Earth Mother's unifying force has been on the rise—a trend that is probably related to the princess's conversion. Apparently, purveyors and other merchants



under the government's patronage will be faithful to the Supreme God, but also the Earth Mother. Lastly, this generation's hero is a disciple of the Trade God, giving it more power in the kingdom as well. Faith in the God of Knowledge and the Valkyrie have remained mostly the same.

Sadly, not all members of the clergy are saints, and not all temples and monasteries are honest and upright. High-ranking clergy have fallen, consumed by greed, shamed by immorality.

But that isn't everyone. This fact is obvious, but remember it well. There are many more members of the clergy who do faithfully serve their god, cultivate their hearts, and work to make the world a better place.

---

## » THE ACADEMY «

---

The Academy is a school for sorcerers in the capital. As its name implies, it is the foremost place of learning in the nation. However, it generally only opens its gates to sorcerers.

First, they screen for magical talent. Next, they need recommendation letters from local conjurers and the like. Then once the young sorcerers pass through the gates, they are further sifted out based on their results on an exam. This means even those who drop out of the Academy are skilled magic users in their own right. If they actually graduate, they'll be in very high demand—they can do as they wish, becoming court sorcerers or members of a trading company.

The Academy isn't a place that teaches fighting techniques and raises adventurers. This is a common misconception of those who don't know much about magic past what they've heard in bard songs. This academy is for instructing students in the logic underpinning the world: predicting the weather, knowing the wind, unlocking the world's secrets, and seeking truth. Students are apprentices, scholars, and explorers, and the courses vary just as much. Broadening one's experience is always encouraged. You can't learn everything in school, obviously. For that reason, many become adventurers in pursuit of truth. Which, ironically, makes graduates even more famous and deepens everyone's misconceptions.



\* \* \*

The Academy keeps itself shut off so that its dangerous knowledge doesn't escape into the world. But at the same time, it raises young people who will set off on journeys seeking new discoveries. It finds its graduates employers and jobs so that their knowledge serves the world in a positive way—a battle against the superstition that all magic users are just shady conjurers. The goal is to grant sorcerers the basic honor of being accepted by others. Interestingly, the Academy's founders apparently struggled to keep the students from getting tunnel vision. The more knowledge one accumulates, the more their field of vision narrows. The founders understood this to be an issue. The fruits of their studies needed to be put to good use for the world at large. Perhaps it is no surprise, then, that many sorcerers are faithful to the God of Knowledge.

On the capital's streets at night, you might see Academy students walking about with long staffs in their grips to light the streetlamps. Their reasons for doing that kind of work are as varied as the students themselves. Purposes might range from training in the practice of true words to studying society to getting a little extra pocket money. The students who leave the Academy at sunset to go out lighting the flames give the capital a very memorable flavor.

The Academy's isolation does encourage some negative habits. Some students grow arrogant, scorning any failure, while others become vain and obsessed with appearances. These tendencies, which are far from what the Academy ever sought, are on the rise, unfortunately. Many professors lament the situation, but a wide-spreading reform to student behavior is a difficult task. Perhaps the seeds of Chaos have begun to sprout in the cloistered school.

---

## »THE MILITARY«

---

The national army, the royal army, and the soldiers responsible for protecting the nation. They are different from the private soldiers employed by nobles in that they serve the state; they are the king's sword. Just as a noble's private soldiers act in defense of the noble's



territory, the kingdom's troops keep the peace in the capital and other areas under the nation's direct jurisdiction. They keep the streets safe, patrol borders with other nations, and deal with appearances from the forces of Chaos. A nation's peace is shouldered by its military—by the royal soldiers and the nobles' private troops both.

There is, however, a limit to what the military can achieve. The forces of Chaos run rampant all over the nation, and their schemes number too greatly, and that's excluding those beneath the surface. Dealing with everything is impossible.

Consider employing a group of soldiers by yourself. You would train them from an amateur up to a full-fledged soldier. You'd maintain them at that state, then train them to be even more skilled. You'd procure them weapons and armor, then make sure they were always in good condition for fighting. You'd trade their gear out for better equipment. They'd need clothing, lodging, and food. To move them, you'd have to decide on a route. Give them a tent to sleep in. Create a schedule for their movements. Then you'd need doctors, sorcerers, priests, merchants, and prostitutes to go along with them. If they're wounded during training or battle, you'd have to pay the medical costs. If they died, you'd need to pay insurance and such to their family, as well as provide funeral costs. And then you'd find new soldiers and take the time to raise them to fill the gap. You'd train them to be at the same level of strength...

It becomes a nightmare. How many people do you need support from to move a single squadron? Obviously, it isn't exactly easy to dispatch an army. If even one person dies, that is a massive loss of time, budget, and resources. And if you move an army on a whim without thinking about it, they could easily be surprised and overwhelmed, meaning everything was for naught. Armies are very heavy things to move. They have entirely different goals than adventurers, too, making them incomparable.

And the military's manpower shortage is chronic. Soldiers will enter military service so they don't have to pay taxes, or they'll apply because they're looking for glory and to raise themselves in the eyes of their



peers. You won't want for food serving in the military, after all. So many soldiers join for cheap reasons. Still, though, striking it rich on an adventure is a pretty attractive prospect, too. As an adventurer, nobody will scold or command you. Only knights or adventurers would ever save princesses from dragons. And it's never individual soldiers the bards sing about—it's individual adventurers. In general, it seems more want to become adventurers than soldiers.

Of course, the king would never consider abolishing adventurers. Only his military can combat the massive hordes of monsters, and only adventurers can infiltrate the deep labyrinths and slay demons. It is only because both exist in tandem that each can fully perform their own role.

---

## ➤MERCHANTS◀

---

Those who buy good products at a low price and sell them at a high one are merchants. It's relatively simple for anyone to become a peddler or traveling trader, moving around and selling to individuals. When it comes to setting up shop in town, though, you'd need the local authority's permission. With all the complicated forms, oversight, taxes, and such...really, is there anything more complicated? The dream of one day opening your own shop is a dream because it's so difficult.

Working for an established trading company is the easiest route. Getting a carriage or boat might still be difficult, but other equipment from the company is free. Plus, if you return it without damage, subtracting expenditures and money paid to the government, you'll make a profit. Many merchants have started this way, hiring many servants and broadening their scope with time. Those traders who have climbed as high up the ladder as they can are called magnates, and they go on to lead trading companies themselves. Some also call these organizations Merchants Guilds, but that is beside the subject...

Naturally, merchants will also request adventurers for work, such as guarding shipments or shops. For adventurers, requests from merchants and trading companies are commonplace. Conversely, sometimes they



stand as an enemy in those adventures, such as when they have injustices to be exposed. Paying a proper wage based on talent and the idiom “money solves everything” — it should be immediately obvious that these two things are similar, but different.

## ✧EVIL CULTS✧

Evil cults are groups serving the Dark Gods or demon lords that try and disrupt the world. They aren’t a monolithic organization—*evil cult* is just a broad term that applies to any group that serves the gods of Chaos. Many different races take part in them: humans, elves, dwarves, rheas, and padfoots. They will say seemingly reasonable things, insisting they’re helping right the world. This implies that the current world is wrong. Usually, you can interpret this as *any world that I don’t like is wrong*. They’re venting their anger, essentially. However, when doing so causes others to suffer, it is undeniably wicked.

Building up an evil cult starts with the simplest of invitations. They aim for those down on their luck, worn out, or with weak minds. They’ll say, *If you want to die, why not do the right thing first?* then *You’re not powerless* and *You’re not wrong*. And finally, *We need you*, to complete the invitation.

If the person thinks for a moment, *If someone like me can help the world somehow, then...*, they are trapped in the morass. It won’t be long before they believe that it’s the world that’s wrong, not them.

Thus is a new follower born. There are many who worship a Dark God, call forth demons, plot and scheme, and threaten the world—even more if you include those who haven’t realized they’re part of a cult.

Self-defense forces who will secretly kill dangerous outsiders to protect villages. Nobles who will burn forests where rebellious elves live to protect their territory. Such people are being very deftly manipulated by evil cults.

Of the many wicked cults in the world, the one that has seen the most growth recently is the enigmatic order of the God of Awakening. Nobody’s sure whether to call them a church or not. In any case, lots of people cling to the God of Awakening’s wisdom. And the carelessly



provided knowledge that deity provides opens society's doors to disarray. They are indeed a threat to the world—and a potential job for adventurers.

Lizardmen fall in line with cults rather easily. If the group can promise fights, they'll join.

## THE ECONOMY

### CURRENCY

The main forms of currency in use are bronze coins, silver coins, and gold coins. One or two gold coins is enough to live on for an entire month. Because of this, most of the coins in common circulation are silver or bronze.

The first ones to realize the value of gold were the dwarves. However, it's said the humans were the first to make currency. It's lighter and less complex to make deals with than bartering. Through trading with the dwarves, it spread to other races, like the rheas. Apparently, the God of Knowledge and the Trade God were both incredibly happy at the invention of currency. There are many stories of this, and they're probably not wrong.

As a race, humans love making commemorative items. All sorts of coinage exists for every time period, nation, king, and territory. Coins from fallen nations and ancient civilizations still exist, too. For that reason, the weight of a currency is more important than the value printed on it.

Farming villages in remote areas and other places like them won't have much money to begin with, and even if they do, most of it will probably be old, poor-quality coins.

Some people will also chip the edges off coins to be economical. When questioned on it, they offer the excuse that the coin has been used so much that it's worn down over time. Others will make molds to



create fake money with less weight to it. Counterfeiting, in particular, is a rampant issue.

Odler pieces of currency aren't given much trust. The new coins paid by the Adventurers Guild—which is a state-run organization—are more trustworthy.

The kingdom sees the circulation of counterfeit coins, worn coins, and poor-quality coins as dangerous. This is because their precious metals are being distributed outside the country. If it continues, the nation's coffers won't have as much value as they're supposed to. There are several ways to combat this: Some claim that there are state alchemists who have been tasked with investigating counterfeit coins, while others assert adventurers have been assigned with exposing the groups forging the false money. More recent gossip suggests distributing paper currency instead of metal coinage.

Of course, that last one is laughed off. Paper may be valuable, but nowhere near as much as gold or silver.

---

## ✧ SLAVES ✧

---

Unfortunately, slaves exist in the Four-Cornered World as well. Most don't have land of their own and work the fields of their masters. Still, aside from their responsibility to pay their master, they aren't any different from lower-class farmers. It only means their position and residence will be the same for their whole lives—or as long as their contract lasts—but their jobs aren't any different. It's up to you to decide how to take that, personally.

After farm workers, the next most numerous are those who became slaves because they didn't pay debts or taxes. In essence, they were forced into hard labor to repay their debt. Though they are slaves, they're not generally given cruel work to do. Their jobs can range from simple physical labor to advanced mental work. Children from fallen noble houses might be enslaved and put to work as live-in teachers for other families. Slavery spans a very wide area, and treatment varies just as much. The majority of slaves are just laborers; those who are abused while working for their master's profits are few and far between.



Sometimes, a slave will become an official apprentice after repaying their debts, if they were laboring in a workshop or the like.

Still, every environment has its exceptions. If someone needs to pay reparations for a criminal act, they could be sent to the mines. Accidents are less frequent than they used to be, but even gladiators would run the risk of death in such a place.

Still, the Valkyrie herself—a great god—was originally a gladiator-slave. This is why such people aren't scorned. If they keep on winning, they could garner the same level of respect as a hero. The story goes that fervent disciples of the Valkyrie will become gladiator-slaves of their own volition.

Escaping from these circumstances is considered reneging on one's debt and is a crime. However, if the runaway becomes an adventurer, their societal status changes as well. Many have escaped slavery, believing they could turn things around as an adventurer. Whether that's a simplistic idea or a courageous one depends on the person. For the employer, it's a headache.

A few have actually escaped their shackles and made something of themselves. It will never be impossible.

During the reign of the previous king about a decade ago, there was another slave position—a rather strange one. The way it worked was that you could become an adventurer in order to be exempted from taxes. This policy was meant to increase the number of adventurers taking on the dungeons of Death. Because of that, many young people were sent into labyrinths as slaves. Their names were stripped, and they were called by numbers, code names, or letters instead. It was very cruel treatment.

This was, however, an abnormal course of action. The odd course of action helps illustrate why there were so many suspicions about the previous king near the end of his rule.

Unlawful human trafficking also exists. It should go without saying that dealers treat their captives cruelly. They're nothing but items. One particularly villainous example involves adventurers in desperate straits being held for ransom money. The slavers will leverage the debt to coerce the adventurers.



This act is grounds for punishment by the Adventurers Guild, but that does not stop vile people from engaging in those kinds of activities. As an adventurer, you may be called upon to deal with such a situation.

## LANGUAGES

One of the languages spoken in the Four-Cornered World is called **common**. This is a shared language for all those who have words. It's said to have been created by the Trade God, the deity of wind, sound, and commerce. Mysteriously, its pronunciation is simple, making it easy to learn very quickly. Anyone, as long as they have organs that produce sound, can use it to communicate without much issue. Of course, this assumes they have the emotions and intelligence to exchange information with someone else. This is why those with the level of intelligence necessary to socialize are ordinarily called *those with words*.

The God of Knowledge was the one who created **characters**. Asked by the Trade God to think of ideas for written symbols, the God of Knowledge fretted over how to proceed. If the system was too simple to read and write, its nobility would be lost. Giving characters to those without the intention to learn would do much harm, but no good. Ultimately, the god purposely created difficult characters. This is why one cannot read or write without proper study. Most commoners, and sometimes even nobles, are illiterate. However, they are able to survive just fine without knowing how to read or write. Should they truly need something drafted or deciphered, they can hire another to do so on their behalf.

The Trade God and the God of Knowledge's friendly relationship arose from their mutual involvement in words and characters. Hiring and paying proxy readers and writers, thereby exchanging currency, pleases the Trade God greatly. However, the God of Knowledge may find that point just a little bit dissatisfying.

Apart from this, there exist words of true power. These are the words with which the gods created the world, discovered during the era of



magic. Many ancient writing systems from the myriad kingdoms that have fallen yet survive, too. Naturally, without learning them specifically, it's impossible to read or write using them.

## FOOD

The Four-Cornered World is home to many nations, cultures, and races. Because of this, there is no one category of food that dominates. There are large gaps in what someone will have for meals between nobles and commoners, and between residents of cities and towns or villages.

In farming villages, they eat stew and hard bread made of barley. For them, boiling vegetables is the best way to eat them. Occasionally, they'll add a little fish or meat to that, enjoying it as a main dish. Eating vegetables raw is a luxury to them, as it's fortunate to have produce that tastes good enough to consume uncooked. Dressing is another scarce indulgence. In any case, vegetables are typically boiled.

Most meat that farmers consume is from pigs, chickens, and sheep. Cows are used for milk and labor, so beef is only eaten on the infrequent occasion that a cow is slaughtered. Frequently other animals, such as deer or rabbits, will make it to the table, but local lords commonly designate forests as no-hunting zones. There is no end to a hunter's struggle to find food.

Farmers also enjoy many varieties of beans, as well as barley porridge with miscellaneous grains.

Over the winter, they make lots of smoked pork typically seasoned with salt and vinegar.

To mill flour, people borrow windmills and waterwheels constructed by the local ruler. They do the same for the lord's ovens so that they may bake bread.

In larger towns and cities, the food habits change completely, since these metropolises see many cultures intermixing. This has resulted in many involved recipes that have undergone lengthy trial-and-error processes. They have better varieties of cows to use as meat, as well as edible raw vegetables. They also enjoy sauces made from eggs, vinegar, and salt.



Because of how many laborers there are, quick, easy cooking is very popular. Potatoes, an import from the south seas, are plenty filling and a favorite for many. It's also easier to acquire food with sweet flavors than in villages.

Lately, a kind of sweet ice that uses milk has caught on. The so-called fruit of the gods, cacao, which also comes from the southern seas, is popular in drinks and sweets, too. Sometimes, it is mixed with stimulants, aphrodisiacs, sugar, and milk, then hardened.

Bread also uses wheat, and the soft white bread that results is commonplace. A town might have a local lord-approved bakery where everyone goes to purchase their bread. Larger farming families might also have permission to own a bread oven. With it, they can bake bread at home.

However, as mentioned, cheap meals suited for laborers are ubiquitous in cities. Still, you get what you pay for. A lot of it is nasty stuff. Just having a bug or three in your wheat flour is considered lucky. Gravel and lime are occasionally mixed into foodstuffs to give them more volume.

"It's dead anyway and tastes better rotten," say many people who treat their meat and fish carelessly.

"People aren't dying, so no need to change it," claim others who don't change their frying oil for months.

Kids frequently get stomach pains when they buy food to eat during festivals. It's not unusual for it to get bad enough for the child to perish, either. The gods dislike this, so there are measures being taken to improve the situation.

When it comes to food for nobles, the sky is the limit. They have all kinds of intricate, wasteful meals that are thickly seasoned. They'll hire magic users to procure ingredients, then deliver them still fresh. The wealthy enjoy the height of luxury when it comes to food. That includes food fried with much more oil than townspeople could ever get.

The one issue is that the food will cool first during taste-testing and dinner parties. Even nobles can't hire sorcerers just to reheat their meals. As such, aristocrats prefer cooking that is delicious even when cold.





Dwarves gravitate toward meat and alcohol more than humans. Humans mainly drink grape wine and beer, but they can't hold a candle to dwarves, who make an incredible variety of liquors for their own enjoyment. Their hard drinks are famous for being very strong and harsh.

Naturally, an elf would scrunch up their face and say, *If I drank something like this, my head would explode!*

In terms of eating habits, the rheas are one of a kind in the Four-Cornered World. They'll have five or six meals in a single day and act like it's normal. With their ingenuity and skills, they make delicious menus one after another. The rheas, the humans, and the dwarves are known to be the races that appreciate more complex cooking.

By contrast, elves and padfoots typically gravitate toward simpler meals. Elves get their sustenance from nature; to them, those raw vittles are delicious already. There's no issue with that, but elves undeniably eat food blander than other races do. It's undoubtedly good for the body, but the actual act of consuming it is surely less enjoyable. Elves



do, however, like to focus on creating lovely presentations on the plate. Elvish cuisine is said to be the most beautiful.

Padfoots, for better or worse, don't care that much about their food. They prefer things they can cook quickly, without much effort. They have a rousing time eating basic cooked meat, or boiled vegetables. That is as far as their culinary skills go. Perhaps due to this preference, lots of padfoots can be seen working in cheaper, larger cafeterias.

What myrmidons eat isn't very well understood. Some say they'll eat anything, and myrmidons don't deny this; they just clack their mandibles. In reality, though, myrmidons absolutely abhor mint and other fragrant plants.

The human consumption of those herbs is one thing all padfoots can't wrap their heads around. "Those things are poison," they say, baffled that humans can scarf it all down.

## ENTERTAINMENT

Given the way the Four-Cornered World is, perhaps it makes sense that anywhere you go and whomever you meet, there will be more kinds of games than you can shake a stick at.

Dice gambling and card games are commonplace, but there is also a great abundance of games using boards and pieces. There is a dice game called *sugoroku*, where people compete with pieces that look like war wagons. Dueling games have players play cards to gauge the distance of warrior pieces. There are even tabletop simulations that enable people to experience adventures secondhand.

With the tools and the people, you can play whatever you want.

Another popular game uses cards with true words written on them to compete in the casting of spells.

Still, most of the widely practiced games are simple ones. It's difficult to find people to try more complex pastimes with, since the majority of them can't read or write. They also have trouble calculating integers higher than the number of fingers they have.



\* \* \*

Other forms of entertainment flourish as well, like plays and dramas. Those in villages might see them during festivals, while larger towns and cities usually have a dedicated theater. Tales of adventure that mix truth with fiction are the most renowned. Apparently, some of the actors are actually has-been adventurers and sorcerer dropouts. Plays are popular because they can act out exaggerated situations and sword battles.

When it comes to songs, everyone wants to hear the beautiful voices of harpies. For harpies, singing is a form of courtship, so quite a few are embarrassed about it. Some who have overcome this possess a great many fans enchanted by their wonderful voices.

Popular performers have their own share of troubles, however. Apparently, they will sometimes go to the Adventurers Guild in secret and put in a request to deal with something.

Bards are another form of entertainment—and a valuable source of information. Their tales are the way most information is circulated throughout the world. A celebrity may gain or lose face in the eyes of others at a poet's whim. That is why few treat bards with disdain.

The same goes for adventurers, though their evaluations are done by the Adventurers Guild, and that's why regular people don't suck up to them more than is necessary.

Books come in a multitude of varieties as well, but unfortunately, printed materials are expensive. The paper itself costs a lot, and not many people can read or write anyway. In other words, with low demand comes low supply. Because of this, there are more academic books in circulation than entertaining ones.

In big cities, bathing is another form of amusement. Sufficiently heating water is quite difficult and a significant luxury. An individual in a town wouldn't be able to do it, much less someone in a small village. In towns, steam baths are the norm, where they scatter water on heated stones to create steam.

In big cities, they have large public bathhouses where you can actually soak in hot water. It is a truly amazing thing. These bathhouses usually offer other things in them, too, such as libraries, exercise facilities, and massages. They'll also sell various sweets and drinks. Plenty of



game boards are around, too, giving the opportunity to enjoy a round with a stranger. You could go to a bathhouse for an entire day and not be bored. They are indeed facilities that one cannot miss when touring the city.

The arena is another popular form of entertainment. Watching gladiators cross swords with others using myriad fighting styles, or taking on monsters! People grow wild with excitement during these events, sometimes gambling on who will win. It's not all about the wagering, of course—many are passionate in their support of their favored gladiator-slaves. If a fighter reaches the top of their field, they can win honor and fame equaling that of a hero.

Many different types of gladiatorial combat exist, from one end of the spectrum to the other. The type that happens in the village square, simple showdowns held in town arenas, and the huge duels devised daily in the arenas in the city. It's not all simple skirmishes, either. Large arenas are sometimes flooded for naval combat, and large, wild creatures are occasionally set loose for champions to fight. Many gladiator-slaves grow up in village fights to move on to combat in larger settlements.

Another popular arena sport is Wizball. Teams of nine fighters and sorcerers throw metal balls at each other to score points. Spells fly, and melees erupt, meaning these events always sell out.

Though it tends to be misunderstood, there isn't much in the way of cruelty when it comes to the audience. Their passion is for the battles between experienced warriors. Arenas are not for people to die miserable deaths. Promoters who misunderstand this frequently bend the truth.

Of course, who knows what the gladiator-slaves doing the fighting think? Still, gladiators—slave or not—have the blessing of the Valkyrie on their side. Compared with other slaves, they are, without a doubt, privileged for the opportunity.

As in every world, red-light districts are a flourishing source of enjoyment. Here, people of a wide variety of races spend the night with one another.

The Earth Mother acknowledges this as love. As for the Supreme God, she doesn't seem to care for it. The Trade God is happy as long as money is moving around, and the God of Knowledge turns a blind



eye. The Valkyrie, on the other hand... Well, the bedroom is its own sort of battlefield.

Shops that give patrons the time it takes for a candle to burn out are the cheapest and seediest. Once you start seeing workers tugging on patrons' sleeves in shop windows and pubs, you've found the middle-of-the-road ones. In these, you drink, enjoy conversation, flirt, and then move up to the lodgings on the second floor.

Beyond that, the sky's the limit. Priceless moments with elegant, classy noble sons and daughters—first-class people with a wealth of knowledge about proper courtesy. Aristocrats and royals frequently court these high-class workers as wives and concubines.

Biases, lover's quarrels, violent patrons, and other disturbances are in endless supply here. A common quest might involve adventurers or runners dealing with an issue like that discreetly.

Darker delights await in the alleys farther back. Shops with a taste for drugs made from mustard seed and ephedra are quietly hidden away. These, too, have many different levels of quality. Some businesses are just rows of beds, which the users lie atop. Others are just as good as expensive, first-rate pubs. These establishments also see a wide variety of patrons, from commoners to nobles and business lords.

Obviously, the drugs can be effective when used for their proper medicinal purpose. Therefore, they are not completely prohibited. However, nobody without the permission of the king or a local lord may handle them, so these sorts of shops are indeed illegal.

The king does actually view this state of affairs as a danger, and more than a few doctors and sorcerers warn of the perils. Even good medicine is poisonous in large quantities. Misusing it to satisfy one's own greed will always eat away at the body and take one's life.

Still, plenty of sketchy folk claim they're not that dangerous and are actually good for you. Whether this is ignorance or just an excuse, nobody knows. Unfortunately, because there are many nobles who frequently partake of these substances, efforts to control them haven't seen much progress.

The profits from these ventures go to the underworld and into the pockets of evil cults—meaning drugs are a threat that eat away at the nation itself, too.



## FAMOUS PEOPLE

### »THE KING«

The young ruler who currently presides over the kingdom.

He achieved military deeds in the war against the most recent demon lord, immediately rising to power to replace the king before him. Though still in his early years, he possesses great talents.

He takes many measures aimed at bringing the nation together. However, the country still hasn't recovered from the suffering caused by the war against the demon lord. Distinguished members of the nobility also harbor discontent toward the king, not to mention the evil cults rumored to be thriving, and Chaos itself. Add that to threats from nearby nations and never-ending issues of financial affairs and resource problems, and it would seem neither internal nor external affairs are going very well.

During his tenure as an adventurer, the King once challenged the Dungeon of the Dead, and adventurers know him as a very tolerant and open-minded monarch. Many of his trusted aides are former comrades he appointed. He also strongly believes that adventurers are a positive force.

### »SWORD MAIDEN«

The archbishop of the Supreme God's temple in the water town. She is one of the six heroes who felled the demon lord ten years ago in one of Death's labyrinths.

She is a great priest to whom the Supreme God shows much favor. In the time since the war, she has taken on a judicial role in an area on the western frontier. She is also a gorgeous woman, commonly referred to as Sword Maiden. Her impartial judgments springing from her wisdom and sincerity have earned her respect. Her skills and insight, cultivated on her adventures, leave no room for doubt. She frequently leads western forces in the battles against Chaos.



Adventurers are the most effective force against the machinations of Chaos, and Sword Maiden is liable to make requests of those adventurers with enough renown.

---

### ➤ FEMALE MERCHANT ➤

---

President of a growing trading company patronized by the government. Female Merchant is barely of age, still a young human woman. They say she was the daughter of a certain prestigious noble family. After broadening her experience as an adventurer, she started a business. Under the guardianship of the Sword Maiden, this became a huge success. Presently, her name is often spoken in the palace and noble homes.

She mainly invests her profits into supporting adventurers. She's also the patron of several adventurer training facilities in frontier areas. This has made her popular among adventurers.

There are plenty who are envious of her success, however. The forces of Chaos also find her an easier target than other influential figures. She has trained in sword techniques and magic as well, but not quite enough to fully secure her own safety. Perhaps that's why she always has a tense look on her face.

There are only so many people who can be trusted in the world of plots and conspiracies that is politics. And when trouble arises, she makes requests of the Adventurers Guild.

---

### ➤ FEMALE GENERAL ➤

---

A heroic woman tasked with the defense of the eastern border, Female General has accomplished many splendid feats of arms in her constant fight against barbarians and Chaos.

War has left her with no shortage of wounds, though. She has a missing limb, and only one of her beautiful eyes—her right—remains. Her behavior is very casual, however—even proud.

She by no means hates peace, even preferring it. Still, she loves the battlefield. With her battle wounds, her martial skills have been visibly waning. Her ingenuity, on the other hand, has only been sharpening, and she continues to protect the kingdom with strategy and tactics.



Apparently, she actually worships the God of Knowledge, not the Valkyrie.

She will occasionally say wistfully, "My younger sister, whom I haven't heard from in a long time, was much better than me."

Although Female General is an illustrious commander, she is not a hero. She isn't possessed of the valor needed to turn the tides of battle on her own. What she needs are excellent adventurers.

## ➤ THE GOLDEN KNIGHT ◀

A tavern of long standing, and the most well-known adventurers' inn even in the capital. Once a simple pub, it's supposedly only recently begun providing lodging. The veracity of this aside, it's rumored to have been in business since before the Adventurers Guild.

Ten years ago, they left and opened up shop in the fortress city. A lot of adventurers used the place as their gathering spot. If you wished, you could hear all sorts of adventuring tales, such as the one about the six who traveled to the deepest pits of the Dungeon of the Dead.

Lately, tourists on jaunts have been visiting the establishment. It's always noisy and rowdy inside, and it's unlikely to go out of business anytime soon.

The Golden Knight's owner is getting on in years, and people think he'll be retiring soon. However, there's some question as to whether he'll pass the business on to his son or his granddaughter.

For whatever reason, many of the tavern's assistants seem to be pad-foots, with harefolk chief among them. Customers of all kinds evidently approve of this.

## ➤ THE ELF WITH THE FLOWER CROWN ◀

The queen of the elf village in the kingdom's southwest. She is also called the Madam. Despite her name, she is only a "queen" in the eyes of humans.

She is the perfect portrait of a beautiful elven woman. Rumor has it that even dwarves breathe sighs upon seeing her. She is currently in the midst of matrimonial ceremonies and feasts thrown by the village. Her



future with her husband, the elf with the shining headpiece, has been blessed. If you visit this elf village, you will likely be invited as a guest to their gorgeous parties.

Still, the elf with the flower crown will occasionally slip away from the festivities, despite being the bride. She is quite impetuous for an elf, and tomboyish at that. She doesn't like how her people tend to ignore the world's larger issues. That's why she makes requests of adventurers who happen to visit the village.

She doesn't go through the Adventurers Guild, claiming ignorance of how humans operate.



## ✧HERO✧

The newest hero, who appeared in recent years. She is a black-haired girl who has been given the top adventurer rank of Platinum.

Still about fifteen years old, she would look too young to someone watching her run from a distance. Yet there can be no doubt upon



witnessing her slay evil with her sacred sword. The light of her blade will undoubtedly save the world.

Despite common belief, she was not chosen by the gods, nor have her battles all gone completely according to plan. She just coincidentally possesses strength far beyond normal people, and she was circumstantially fortunate enough to pull that sacred sword out.

She vowed to wield her blade for others, and that alone makes her worthy of being called Hero.

Perhaps it is that compassion that enables her to understand that she can't solve everything on her own. It is not that *she* saved the world, but that *we* did. That means everyone, including her two important companions, the Sword Saint and the Sage.

If she goes after an enemy leader, she will win because she's a hero. Hero herself would claim she only made it that far because of all the people who helped along the way, though. Maybe she was influenced by adventurers she met when she was very young.

For whatever reason, she seems awfully picky about preparing for things in advance.

If you ever meet this girl, you'll likely wind up being good friends with her. She might also make a request of you that could affect the fate of the world.

Incidentally, there is also talk about another adventurer looking exactly like her. That one seems to wear green clothing, chain mail, and carries a metal spear.

---

## → THE INFORMANT ←

---

A cloak-wearing information broker who claims to be a fan of adventurers like *you*.

Feel a breeze go by, and they will appear at your side. They'll speak to you casually, like you're old friends. The information they provide is the sort that will aid you in your adventures. They offer nothing decisive. Mostly, they will tell you something subtle to get you moving. And then with another breeze blowing past, they'll be gone. You'll think to yourself that the person seemed to be a woman, but it's a hazy notion, one that fades before too long. All that will remain is an arrow pointed



toward the goal of your adventure and a whispered clue. Wherever they are, that person will smile and wish for your success as you head off to adventure.

## ✧ THE KNIGHT OF DIAMONDS ✧

A street knight and an urban legend whispered of even in the royal capital. He appears without warning before villains, evil merchants, and rotten nobles' mansions, then cuts them down...or so it is said. His nickname is said to originate from the shining armor he wears for the occasion.

Of course, this is just a ridiculous rumor. It sounds very much like the fantasies of commoners unhappy with those in positions of authority. If such a person really did show up in the capital, it would be a huge problem. The king, with his strong sense of justice, would never let such a person walk free. Those with power and authority do die or conveniently retire as frequently as you'd expect. However, the causes are recorded as illness or poison, not assassination.

To add to that, this knight is said to be the third son of a poor knight. No such noble family exists, though, so the whole thing is a hoax.

The rumor does give third sons of poor nobles a rough time when working with the Adventurers Guild.

## ADVENTURING LOCALES

The world is forever filled with all different kinds of adventurers.

Remote areas beyond the king's oversight are rampant with aristocratic injustice and intrigue.

Evil cults operate in the shadows while monsters appear seemingly at random to threaten towns and villages.

Untrodden ruins and labyrinths are innumerable, and within them sleep a multitude of treasures and riches.

All signs point to the revival of a demon lord, and neighboring countries are beginning to take unsettling actions.



\* \* \*

The locations listed here are but examples. Adventures aren't limited to just a few types of places. Shocking quests, many and varied, await you.

Perhaps a certain noble has avoided going out during the day and shut himself up in his estate.

Perhaps giant sunken rocks in the eastern sea have been slowly creeping closer to land.

Maybe an odd religion claiming to revive the dead is on everyone's lips in the capital.

Maybe a sorcerer at the Academy is gathering interested people to head for some unexplored land.

It's possible that the bandits flying the black-arrow flag and attacking villages are chivalrous thieves.

A swordswoman at the tavern might ask if you've seen a man with a scar on his face...

All these are adventures. And it is up to adventurers to decide which to involve themselves in—and how. Run freely through the Four-Cornered World and find your own future.

---

## →CAVES←

---

There are a great many caves in the Four-Cornered World. It is said that the war between gods in ancient times resulted in the lands cracking and breaking. Walk through a field or forest, and you will suddenly run across these hollows, their mouths gaping. You might also find an abandoned mine, or tunnels made by a Rock Eater. It could even be an entrance to the underground empire of the dark elves, or the home of a myrmidon colony.

Most of the time, beasts and monsters sleep within these caves which is where adventurers come in.

---

## →RUINS←

---

The remnants of structures from the days of myth are scattered everywhere, and they vary just as wildly. Some ruins are hermitages or shrines



built by great sorcerers. There are ancient ritual sites, burial mounds, tombs, and many other structures.

The sheer number of ruins is due to the cycle of nations prospering, falling, and flourishing again. Plenty of them haven't ever been explored, either. Or perhaps there was a hidden passage in ruins that they'd thought were fully excavated—such things happen frequently.

It's common for ruins to be rife with relics and treasures. On the other hand, monsters are always lurking inside—or perhaps there's something guarding the ruins itself.

You will likely come to ruins as a bodyguard of a scholar or sorcerer who wishes to investigate them, or you may come into possession of a map and decide to explore the site yourself. You might also be asked to exterminate monsters or forces of Chaos hiding in them. It's in an adventurer's blood to want to go scouring through long-lost structures.

---

## ✧ LABYRINTHS ✧

---

Labyrinths are built out of the blue by evil sorcerers. They are similar to ruins but are sometimes far newer. In most cases, the labyrinth spreads deep underground. However, they will occasionally take the shape of a spire climbing into the horizon.

Sorcerers make labyrinths because they're good for collecting mana, which, in itself, isn't really a problem. However, magic users will turn to sacrificing innocents. They are the evil "dungeon masters." They summon monsters, place treasures, set traps, and lure in adventurers. After which, they capture adventurers and use them as test subjects, and all without a shred of hesitation. These evil figures aren't just necromancers; some have been charmed by ancient relics or possessed by demons.

Blindly sending soldiers into a labyrinth is a recipe for disaster. Most of the time, adventurers will be tasked with clearing the structures out.

---

## ✧ SEWERS ✧

---

Sewers can provide closer-to-home avenues for adventures. Most towns make use of the leftover structures from ancient cities, as they're usually



fairly advanced systems. Other towns might have new waterways, created with the help of dwarves or sorcerers.

Why would a group venture down into them? Because monsters from who-knows-where nest down there—mostly giant black insects or massive rats. Creatures like that cannot be left to their own devices, as dog-sized rats and bugs are plenty threatening to people. They could be creeping out into town every night, killing and eating unsuspecting folk.

Despite the danger, the military can't be sent in for sewer elimination duty, either, making it fall to adventurers. This is one reason why clearing out waterways is a regular job for fledgling adventurers.

Bugs and rats aren't too bad, but sometimes, slimes will appear. Evil cultists and other ne'er-do-wells frequently use sewers as their hideouts as well. And since they're making use of leftover systems, occasionally, someone will even discover ancient ruins connected to them.

The sprawling sewers in the water town are the most famous in the kingdom's western reaches. After a recent series of incidents, however, even they have become plagued with hazards. Recent days have seen requests for exterminating creatures in the channels beneath the water town. Word is that there's even a white alligator nesting there, although some purport it to be the local guardian deity.





## Chapter 5

## GAME MASTER'S GUIDE

"You mean you don't hate the gods?" asked Sorcerer.

Scout took a seat on a pile of rubble and, seeming confused, replied, "Nah. Never given the whole idea much thought."

"Have you never once thought on your own mortality and realized that the gods toy with us? Surely, you must have wished to rebel against them."

"Never wanted to destroy the world myself, and I'm the one who decides whether it's Fate or Chance my destiny follows."

The gods prepared adventures and rolled the dice. The Four-Cornered World was their game board—and those who lived on it were their pieces.

That never struck Scout as anything to be particularly mad about. The gods couldn't alter the dice rolls, so why be upset with them? It was people who elected to go on adventures, never the gods—everyone had free will.

Scout had elected on his own to put his skills to use for his friends as an adventurer.

A keen grin spread on Scout's face in spite of himself. "Well, I can't claim to know the divine; I just want to have a good ol' time adventuring with you all. Right now...I'm happy."

"Same here," answered Sorcerer with a grin. "I only brought it up because I prefer our bad luck to be someone else's fault."

If the world was on the back of a turtle, and that turtle wasn't walking the way you wanted, you could just get off the turtle. To do what, though? Kill that turtle? That was beyond ludicrous.

"When all is said and done, I live by the rule of not bothering other people."

"We think alike."

Scout grinned, then slowly stood up and strolled out from behind cover. This was his chance.

He slid forward like a shadow, silently raising his hands before thrusting them out from behind his target.

The cultist's heart was pierced through, cutting short his breath.

"Rest in peace."



## WHAT IS A GAME MASTER?

In order to play a tabletop RPG, you need players to decide how their adventurer avatars act and a game master, or GM, to be in charge of the game's progression.

Strictly speaking, you need just one of each, but only the GM will have full knowledge of the adventure, control nonplayer characters and side characters, describe situations, and use the rules and adventure to determine the outcome of the player-controlled adventurers' actions. The rules are written in this book. The adventure is a summary of what kind of quest the players will embark on, the sort of enemies that await them, and what manner of events will transpire. A story's ending is not set in stone, but by preparing this summary in advance and knowing what situations and enemies will spring forth, the game master can ensure fairness.

The game master may well be the one who has the *most* fun during a tabletop RPG, because they know everything, control the story, and help ensure players have fun.

Of course, this enjoyment comes with a burden, but you should give it a try to get a taste for it.

---

## ➤WHAT IT MEANS TO CREATE A STORY◀

---

Tabletop RPGs are often called “games where you make your own story.” This doesn't necessarily mean recreating the dramatic stories in novels, movies, and comics, then enjoying them like a play. That's one way to have fun, of course, and doing it well can really move people's hearts.

However, just as sports—both physical and intellectual—are called unscripted drama, the story is the experience of challenging difficult problems using your own abilities. Imagining another life, separate from your real one, while having silly, fun conversations with friends is another kind of story.

In this game, creating a story means having fictional experiences of life-threatening journeys that are nothing like daily life.



By spreading the wings of your imagination and living somewhere else for a little while, you can enjoy these tales. Best of all, you can say really cool things, perform incredible feats, and experience unexpected twists. When everyone is invested and truly living in this other world, the story comes to life more naturally.

## WHAT A GAME MASTER DOES

The GM has to do a few more things than other players. For example, they need to read this rule book closely, like you're doing now.

They have several other responsibilities as well; these are described in the following passages.

### ➤ READ THE RULE BOOK ◀

Once again, the GM first needs to read this rule book and strive to understand its contents. Keep in mind, however, that you don't need to have it all perfectly memorized or know the exact right thing to do in every situation.

Once you have a rough idea of the game, it's best to learn the rest while playing. Tell the other players you might get some things wrong and it might take time to look things up, but you want them to have fun even when that happens. At first, all you'll really need is a grasp of where different rules might be located in this book, as well as which gameplay functions are set in stone and which aren't.

### ➤ PREPARING THE ADVENTURE ◀

The adventure determines in advance what sort of enemies will appear, what things will happen, why the enemies are doing what they are doing, and what sort of obstacles the PCs will encounter other than hostile creatures.

It may seem like a lot of work, but it's far easier to decide these things beforehand than to make it up as you go along. The players will get a



bigger sense of accomplishment from taking on the mysteries, stories, and appropriately placed opponents the GM took time to prepare for them.

For a more concrete look at adventures, refer to the two outlined later in this book. Those sample adventures are thorough enough for beginners to have a great time. When making your own adventures, you can simply use a few notes if you wish.

### Names of Characters

Like the receptionist at the Adventurers Guild, characters controlled by the GM will appear to guide the PCs during quests. For example, the village chief who put in the request; a boy who has gone missing; a captured adventurer; or a hunter who knows which mountains are infested with monsters. These characters could simply be named *Village Chief*, *Boy*, and *Adventurer*. However, like the PCs, you can also give them the names of characters from mythological stories or fantasy novels. The original work uses names like *Goblin Slayer*, *High Elf Archer*, and *Dwarf Shaman*, but this doesn't mean you're restricted to using aliases like those for characters.

The PCs and the GM-controlled characters in the adventure can all have their own names.

## ➤ GAME PROGRESSION ◀

Once the GM has grasped the rules and prepared an adventure, the GM and players both actually start the tabletop RPG. A **session** is the part of the game you play in a single sitting, and it lasts from when everyone arrives to when they leave. Normally, you play through to the end of one adventure, but sometimes, adventures will take more than one sitting. You can also do two or more adventures in a row, but in general, the session ends once the adventure does.

While playing a tabletop RPG, the GM has the following responsibilities:



## ● Describe situations

The GM should explain and/or depict to the PCs what sort of situation they're in: what they see, the sounds and words they hear, the smells, and things they touch. You don't need to explain every last detail, of course. However, using more than one of the five senses in an explanation grants a more solid presence to the game. Don't explain too much; instead, use explanations to stimulate the players' imaginations.

Give the PCs information that might affect what actions they take, or things they could normally use their senses to understand.

## ● Answer questions

Once they can imagine the setting, the players will want to know more. If you say they meet a woman, they might want to know what she looks like in additional detail. Answer as much as you can. Most things, though, aren't necessary for the game. How much you describe a character who has appeared will depend on how important they are to the story. If you're questioned on a point of detail you're not sure of, it's fine to honestly say *I haven't decided*.

## ● Let the players choose actions for their PCs

If the PCs understand the situation they've been placed in, let them decide what they'd like to do in response. You should give them as much freedom as possible—but at the same time, give them the information they need. If an action they want to take would be very strange in the world the PCs live in, tell them; and if they try to take a risky action, explain the dangers to them.

Tabletop RPGs are free-form games. Things can be attempted over and over—but *only* attempted. The players don't have the freedom to ensure everything goes the way they want.

The PCs are stronger and more powerful than normal people. And with might comes the necessity to use it for right.

Residents of the Four-Cornered World have their own rules (separate from the game's rules) and notions of common sense.

With all that understood, have the players decide what actions to take. The GM can give advice or encouragement, but the players are the ones who ultimately make the choice. Their decisions must also move the story along. It isn't what the GM says or the side characters who affect the story—it's the PCs' actions, the decisions of the players.



## ● Apply actions to rules

The GM determines the results of PC actions. If one lets go of a stone in their hand, it will fall to their feet. If they take a step forward, they'll start walking. Those are simple examples that aren't worth thinking about.

Yet if they throw the stone, you won't know right away whether it hits its target, and if someone takes a step out over a hole, who knows what could transpire?

The rules explained in this book are for situations like those, where the outcome is unclear. A player will roll dice if needed. The success or failure of an action does not necessarily equate to what the player wanted to do. The pips on the dice serve to rapidly branch the story out into its own direction. Sometimes, you'll have a happy ending, other times a tragic one, and it might even take a comedic route once in a while. Still, the dice are for nothing more than to add new twists to the story. Players will obviously feel better when they succeed at what they attempt, so praise them when it works. But it's best to avoid creating a mood where trying and failing is seen as a bad thing.

If the GM doesn't uphold the rules as much as possible, it will hold up the game. The rules themselves should never be absolute, however.

**Make decisions that prioritize rules above all else, as long as it doesn't interfere with player enjoyment.**

The players can offer the GM their opinions when it comes to deviating from the rules, but the GM has the final say.

Players should follow the GM's decision even when there is a disagreement on how to interpret a certain wording, only discussing the matter fully after the session is over. Make sure everyone is on the same page for the next session.

If the GM or a player notices they're breaking a rule during a session, do not try to redo anything or retroactively apply the correct rule.

## ● Treat trust with the utmost importance

The most important thing to have when settling disagreements like these is a relationship of trust between the GM and the players. The GM doesn't enjoy watching players suffer. Instead, they present hardships and trials to let them taste the sweet sensation of accomplishment.



Neither do the players want to take it easy or grow complacent. They should make an effort to reduce risks, help their avatars survive, and get the characters in the story to a happy ending.

A tabletop RPG is a game of collaboration and communication. To build trust, each side must plainly explain their viewpoint. Don't spare any words, but also choose them carefully, and you will understand what kind of fun everyone is after and be able to make things work for the group.

### How close to make things to the original work

Most GMs and players who play this game will be looking to enjoy the world of the original novels, *Goblin Slayer*. (Or perhaps the manga version, or anime adaptation.)

Some may have participated because they heard they'd be able to enjoy *Goblin Slayer*'s world. However, in actuality, everyone has a completely different opinion about what that entails. The original work contains grotesque depictions and erotic scenes, but simply accepting that the game takes place in *Goblin Slayer*'s world does not mean everyone consents to depictions of such things! Some players won't be comfortable with them. The GM should always make sure they know how much their players are okay with in order to avoid discomfort or awkwardness among the group. That way, all will be able to have a good time adventuring. Even if everyone involved enjoys more intense moments, if you're borrowing a spot in a public facility or playing at someone else's house, people or family members passing by may be shocked by what they hear. It is when people are absorbed in something that they tend to lose sight of what's going on around them, so stay mindful.

The main character, *Goblin Slayer*, adopts tactics that reduce risks as much as possible—to not let any dice be rolled in the first place. However, his companion, High Elf Archer, claims that isn't what an adventure is about.

*Goblin Slayer* listened to her remark and now tries to act in a way befitting an adventurer. There was no one-sided pressure or force involved; he wants to be more like an adventurer.



On the other hand, High Elf Archer will sometimes adopt Goblin Slayer's tactics in dangerous situations. This is because the two understand each other.

The rules in this book aim to make players into regular adventurers. The rules do not specify that players need to act like Goblin Slayer. If someone *does* want to take action like he does, it is up to a discussion between the GM and players to decide what choices, checks, and rulings should be applied.

The GM shouldn't reject all player creativity outright. Find a good balance between preparations and tricks that avoid dice rolls while still having players roll dice.

The GM is a player as well. Theirs is the position of watching over the PCs and having fun observing how they will overcome the stories the GM created. One-sided fun is not the point of the game. Everyone should be enjoying themselves.

## SESSION MANAGEMENT

There are tricks to having actual sessions go well. This section introduces several of them.

### ✧ GET HELP PREPARING THE SESSION ✧

In order to play a tabletop RPG, everyone must meet up. The game can be enjoyed even at a distance with online sessions through the internet, but all the participants will still have to access whatever tool is being used at the same time.

For in-person, offline sessions, you'll need a few things in advance: a place to play, a scheduling agreement between all participants, and snacks and drinks.

In terms of location, some options include people's homes, conference rooms in public facilities (check local establishments, as they can be rented out for surprisingly cheap), and karaoke booths.



Social media messaging and handy web services for figuring out schedules are plentiful in this day and age.

Other items you'll need include at least one rule book (if possible, each person having their own is ideal), writing implements, and copies of Adventure Sheets. Whiteboards and magnets can also come in handy.

However, there's no need for this to all be the GM's responsibility. The players should try and help as much as possible—because collaboration and communication start before the session even begins.

---

### ➤ FOCUS ON THE SESSION ◀

---

A tabletop RPG will normally be played for three or four hours. Longer sessions could last six hours or more.

For newcomers, a good rule of thumb is expecting it to take an hour and a half to create characters and explain rules, and two to three hours actually playing.

Rules can be explained while you play—they don't all need to be detailed right at the start. First, get players to understand the general idea of tabletop RPGs, assuming it'll be the second or third session before people can enjoy taking risks in the game that involve fussing over numbers and such. Players won't be able to keep up if you explain everything at once. Give a brief overview of the races and classes, have the players choose sample characters, and then once you're into the story already, you can explain dice rolling and other concepts.

Players might lose focus during the session and start fiddling with their smartphones. Doing things like that disrupts the game's atmosphere. Give them a firm warning and get them to stop. You may need to be careful how you say things to not come across as oppressive.

Attentiveness always wanes when people are tired, even if they're not bored. Take breaks here and there, like after you've explained the beginning of the adventure, after the first battle, and before diving into the climax. Some people might refrain from drinking or munching on snacks out of politeness when someone else is speaking, and others might not want to say they have to go to the bathroom. The GM should take the lead in calling for breaks.



---

➤GOOD COMMUNICATION➤

---

Conversations between a single player and the GM will occur multiple times during a session when a GM explains the situation and a player asks a question. This process can repeat multiple times. This isn't a problem by itself, but all the PCs the players control are companions. You should try and guide them toward having conversations with each other as much as possible.

The "triangle conversation" method comes in handy here. For example...

A player might ask, *GM, my character wants to go in the cave. Is that okay?*

The GM doesn't decide one way or another, instead saying, *So your character, a short-tempered fighter, wants to charge in? What does this other person's character, a scrupulous priest, think about it? How would she act? Your characters are childhood friends, right?*

That way, you can get other players' opinions, establish relationships and relative positions more clearly, and encourage players to listen to other players' viewpoints.

Have the two of them explain how their characters would act to each other and then depict it. Once they're used to doing so, they'll start speaking in character themselves.

As GM, you must give all perspectives a fair chance so that nobody feels you're being biased. For example, when having players make checks, set clear standards to make sure you're not creating a gap between characters. If a player chooses a smart action and puts effort into their description of it, it's natural to want to give them a bonus to their check. This isn't a bad thing, but once one player does it, it creates a feeling of imbalance. Be careful about this.

You might not always understand exactly what a player is getting at when they ask a question. It's not hard to understand why one would try and listen through a door or look for footprints. However, as an example, say you're running a mystery-solving adventure, and a player is questioning a side character out of suspicion, trying to catch them in a lie. If you're absorbed in the story, you might automatically ask questions and provide answers in the voice of that character, which could give rise to needless misunderstandings. At times, the GM will



need to “snap out of it” and ask the player the meaning behind their actions. On rare occasions, a player might wish to conceal their character’s motives to outwit the GM. In cases like those, you should clarify what intentions the player themselves has in mind so that you can have them understand that their character is being cool and outwitting the *villain*, not you. Once again, tabletop RPGs are most fun when the GM and players trust each other.

Try to treat motives like that with as much flexibility as possible. If someone offers a suggestion, take the time to consider it. Doing this will foster trust with the person and make your conversations more fun. On top of that, when players want to know whether something is possible or not, rather than simply deciding an action is impossible (even if it truly is unlikely to succeed), encourage them to do just a little bit more for it. This could be accomplished by saying something like, *There’s something you’re missing to pull that off* or *Your chances don’t seem great as things are right now*, which will make the story more exciting. When possible, let PCs offer their own suggestions to one another on how best to ensure the plan succeeds. Players will enjoy a plan they thought up far more than being forced to follow the exact solution the GM is thinking.

This doesn’t just go for planning and suggestions, either. If someone gets a great roll at a critical moment, or they say a line that’s kind of cool, neither the GM nor the players should hesitate to grin and say how great that was, or how awesome the quip was—laugh and have fun! (Insofar as you’re not bothering those nearby.) These sorts of compliments are what keep the session running smoothly. In general, people are not told they’re great, or cool, or funny on a daily basis, so just being able to hear that gives tabletop RPG sessions a sense of fun separate from everyday life.

---

### ➤ DECIDE ON ANYTHING NOT WRITTEN IN THE WORLD GUIDE FOR YOURSELF ◀

---

Chapter 4 contains a wealth of information about the game’s setting, the Four-Cornered World. However, it cannot introduce everything. The GM will need to decide on matters that aren’t specified in the world guide. It is the GM’s responsibility and right to do so.



Choose things on your own when necessary for the adventure you're playing if you can't find it in the rule book or original novels.

This goes for more than just what *isn't* written, though. Even if something *is* mentioned, like in the rule book—but also in the original novels, the manga, or the anime—the GM may add or change things about the world so long as it's in the interests of everyone in the session having a good time.

Tabletop RPG settings exist to give everyone playing a shared vision of the world and to get them into the story more easily. *Goblin Slayer Tabletop RPG* is based on a novel series, and keeping things as close to it as possible while playing makes it easier for players to maintain that shared vision. Avoid changing things for no reason.

However, if everyone is having fun playing using an adventure or setting you thought up yourself, then there is leeway for original alterations—it doesn't need to be *exactly* like the original.

For example, nothing says what the right choice for players is when they find evidence of a local lord's wrongdoing. The GM *could* decide on an accusation and court processes and set a specific probability for the young king taking up the adventurers' complaint. However, going through all that will not necessarily make the story more interesting.

Any necessary conditions for resolving problems should be decided by the GM based on the adventure being played. Maybe the adventurers' only choice is to take the initiative and put down the local lord—or maybe they'll need to cut through all the red tape to deliver their complaint to the King, or maybe just having unwavering evidence is enough. At the story's climax, the GM could declare that the adventurers should do something for this specific adventure.

Most things that have room for interpretation or are left vague are done so intentionally so that the GM can truly make an adventure their own.

For example, the world guide introduces major holidays, but not strictly what days they fall on. Concrete dates may not be necessary that often, but in campaigns—where players play several adventures—the GM will need to figure out how many days are passing. In those cases, the GM may decide when a holiday occurs based on the requirements of the adventure.

Still, if the GM creates off-the-wall original settings, players may not be able to keep up with them. Things of an everyday nature (such as



how many days are in a year) should be kept to real-life standards unless otherwise necessary.

This is also the reason meters are used as units of measurement in the rules, because it's convenient. The Four-Cornered World would probably have its own systems of measurement, but using them would be difficult for us.

There is presently little known of the Four-Cornered World beyond where the original novels are set. So if you wish to have your game take place somewhere else, you can be more free-form with your own locations without having to worry as much about contradicting the novels.

## ✧ GAME TIME AND REAL TIME ✧

When the rules use time, such as for the duration of spells, that time amount is in-game, the time passing in the universe of *Goblin Slayer*. There's no need to judge spell duration or other such things via real-world time. Doing so would cause issues.

Whenever a specific time is listed in the rules, such as the aforementioned duration of magic spells, or the time it takes to fully rest, it always refers to in-game time as long as nothing says anything to the contrary. Whenever an adventure specifies a passage of time, it's talking about in-game.

The GM is the one who keeps track of in-game time. If nothing in particular is happening in the game, the GM can cause time to pass. How much time has gone by should only be considered when necessary.

The rules explain how to manage time in combat. The GM should decide fairly how much time passes for things like when players are resting to recover from wounds, fatigue, or attrition.

## CREATING AN ADVENTURE

Sooner or later, every game master will want to create their own adventure. More official adventures are planned to be released, but we can't guarantee they'll come at a rate that keeps up with everyone who wants



to play them. More importantly, however, creating adventures is an extremely fun task for game masters, so give it a try!

## → THE STRUCTURE OF AN ADVENTURE ←

The adventures provided in this book all begin in a standard fashion: Go to the Adventurers Guild and look for public requests. Then take one or be given one directly from the receptionist.

At the beginning of the adventure, make it clear where the players will be headed, who the requester is, and what they'll need to do to fulfill the job.

For early adventures, keeping objectives clear and acting to those objectives' ends are requirements. Plot twists like the requester having ulterior motives or a true objective coming to light midway through the adventure will surprise the players, but it could also confuse them, so they aren't recommended for early sessions. Things like this can be done once the GM and players have established a relationship of trust.

Once players are more accustomed to things, other situations start to be fun, such as being placed in a strange situation and getting entangled in a big incident.

After being told their objective at the start of the adventure, players will need to figure out how to accomplish it. If the goal is to slay monsters, just saying *You leave the Adventurers Guild, and there's some monsters, please fight them* doesn't make an adventure.

In this case, the how would not be to fight monsters, but rather to find the monsters to fight.

When the players figure out how to accomplish a goal, then actually do it, *that's* when it becomes an adventure.

If the players ask the right questions of the correct people at the appropriate time and place, they will naturally learn the answers. In other words, an adventure involves a repeated process of meeting someone, finding the right time, arriving at a place, and asking the necessary questions. A GM should create some factors that impede each of these to have the players figure out how to overcome them. The GM can and should think of ways to remove said obstacles, but as mentioned earlier, be flexible when accepting player suggestions.

Initially, keep the method simple: fighting something and defeating



them. In quests for fledgling adventurers, one battle in the middle and one battle during the climax is all you really need. If you then add in one extra event that can be resolved without combat (but may still become a fight), that will add variety. Things that are surprising in the context of the adventure give it even more spice. Ideally, you'll want to stick to the rule of all entertainment: to stay loyal to expectations, but to betray predictions. If you get that backward, the players will end the game with looks of sadness. The GM should make sure that doesn't happen and should remain vigilant that they're not doing things out of pure self-satisfaction.

Other than that, there are two tricks in particular to creating a good adventure.

### ● Come up with a captivating mystery

Adventures with a captivating initial mystery will have the players, and their PCs, be proactive in their pursuit of the truth.

This doesn't necessarily mean using tricks from mystery novels or large, complicated conspiracies. Rather, a GM should simply prepare something that will inspire the players to learn more.

Meeting an attractive person and wondering whether they'll have feelings for you is, in a way, a captivating mystery—because players will desperately try to learn the answer.

Is the lovely individual safe? What's the hidden treasure like? What sort of monster caused this incident? Anything goes, but devise a mystery that will guide the players' choices and actions by making them want to determine the answers. You may not even have to think of the answers in advance, as the PCs' actions could provide them for you.

And these captivating plots must be constructed in a way such that the PCs can solve the plots themselves. Only when they can't rely on others, when they are the only ones who can find the answers, is the mystery worth solving.

The players are the main characters of their story. If the GM can impart that feeling of specialness, that this story was made just for them, the session will be a lot more exciting, and the players will invest themselves in what you made.



## ● Plan branches in the story

Adventures that involve going straight along a single path aren't hard to use, but from the players' perspective, they tend to lack the idea that this is *their* quest.

By making the players feel like they chose their path for themselves and experienced a different ending (or different plot twists) than other adventurers would have, you can create a once-in-a-lifetime experience belonging to the players.

Individual actions branch out into infinite possibilities, but you can't anticipate them all.

When putting together an adventure, you should prepare for multiple possibilities—like whether the players will choose the passage on the right, or the one on the left. Normally, decisions with only two choices are easy enough. Then arrange hints to help them choose. It's best to avoid situations where they can only choose one path, or where one path is clearly advantageous compared to the other. Let them know what they could gain or lose (through implication, rather than completely divulging the information), such as saying one path is high risk, high return and the other is low risk, low return. Without information like that, the players will just be choosing at random; it creates the illusion of suspense but actually detracts from it a great deal. It's the process of predicting and anticipating what lies ahead that gives people real thrills.

The players may, of course, figure out a third choice. You might find it fun to set up a hidden third choice in advance for them.

Say you have a situation where the passage branches left and right. The PCs can hear beastly howls from the right, but they can feel heat coming from the left. Then place some sort of writing for them to find that says something to the effect of *A beast defends the blade, while the shield slumbers in flame. To challenge wickedness, you must choose one. And if you wish to obtain everything...* Finally, describe the wall in front of them as seeming somewhat unnatural. Concealed behind it is the actual door, and by overcoming the trial beyond it, the party can acquire both the sword *and* the shield.

When creating your adventure, plan for multiple choices where you can.



## ● Setting up the battles

As mentioned earlier, a single adventure should roughly contain one or two battles without a boss, then one climactic battle with a boss in it.

For the nonboss battles, have minions of the same level as the PCs' adventurer levels appear. You can vary the number of these minions depending on the difficulty you have in mind. For easier fights, use the same number of minions as PCs; for somewhat difficult fights, use 1.5× that; and for difficult conflicts, you can use twice the minions. Of course, all battles ride on the rolls of the dice, so the difficulty may not turn out quite like that. Keep in mind that if you want to have even more monsters appear, combat will take more rounds to complete, which will push the attrition track higher. The longer battles drag on, the more difficult the situation gets for the PCs. You should consider this and be careful not to put too many monsters in a battle at once.

For the climactic boss battles, use one boss with a level that's two higher than the PCs'. Naturally, a boss has minions serving them. The number of minions should be about the same as for nonboss battles—somewhere between the number of PCs and twice that, depending on difficulty. Alternatively, you could have twice the amount of minions as PCs but choose ones of lower level. Even weaker minions can buff the boss with their support effects, so they're still a threat. That said, putting too many in will lead to them getting around to the back of the party, where those less adept at defense are. If you want to have a far greater number of enemies than PCs appear, take care to set up the battlefield so that the PCs in the back won't be caught unprepared. A good example might be a cave or chamber where the enemy doesn't have the space necessary to get around the frontline PCs.

Two bosses can make a battle quite severe. In these cases, you should try to arrange the adventure such that players have the chance to weaken the monsters or give themselves an advantage. Examples include luring monsters into traps found in the ruins, waiting to ambush them and launching a surprise assault, or obtaining a magical scroll with powerful effects.

Monsters can tip the balance of combat in ways besides their strength. For example, if a monster isn't affected by movement obstructions, they can freely choose which PC to target, making them more threatening than their stats would imply. Be very careful in your usage of such monsters.



## Monster Guidelines for Battles

Situation	Monster Level	Number of Monsters
Battle without boss during adventure	Only minions (same level as PC adventurers)	Only minions (1–2× the number of PC adventurers)
Battle with boss during climax	Boss (2 higher than the level of PC adventurers)	Boss (1 or 2)
	Minions (same or lower level than PC adventurers)	Minions (1–2× the number of PC adventurers)

You determine what actions the monsters take in combat.

Generally, if a monster's intelligence is command-based, instinctive, or low, they choose their targets at random. In these cases, they'll most likely prioritize whatever PC is closest. If their intelligence is average or high, however, you should choose the most appropriate action—whatever you think would be most advantageous for the monsters.

Because of this, in battles where multiple monsters have intelligence levels of Low or lower, the monsters may be dispersed across several PCs. But if monsters with Average or High intelligence appear, they may focus their attacks on a single PC. Or perhaps they'll try and aim for those behind the front line, those with poor defense, such as spell-casting PCs.

Additionally, minions led by a boss can give that boss a support effect. This will grant bonuses to the boss's hit check scores, their power, and their armor score, making them extremely threatening.

### ● Rewards for completing the adventure

Once the PCs complete the adventure's objective, give them their rewards.

Rewards fall into one of two categories: monetary rewards and experience-related rewards.

#### ✦ Monetary rewards

Monetary rewards are the request payouts. If the PCs accepted a job from the Adventurers Guild, then when they return and report completion of the request to the guild, they will acquire the rewards offered at the beginning.

The amount of money earned depends on rank. The following table below gives some guidelines.



The reward money guidelines in the table are in silver coins and are the amount paid per person. However, this may go up or down based on the threat level, dangers faced, or whether or not the PCs were guarding someone. For example, since requests for hunting goblins have relatively low threat levels, even a Silver-ranked adventurer would receive low payment for it—twenty silver coins at most. For highly dangerous adventures, the adventurers may also obtain side income from treasures and such found along the way. Adding those up, the extra money received per person, for an Obsidian-ranked to a Sapphire-ranked adventurer, is about half the actual reward. Adventurers from Emerald-ranked to Ruby-ranked will receive even more; when PCs go even higher, consider twice the original reward.

### Request Reward Guidelines per Rank

Rank	Reward Guideline (per Person)
Porcelain	10
Obsidian	15
Steel	20
Sapphire	30
Emerald	50
Ruby	80
Copper	120
Silver	180
Gold	270

### ✦ Experience-related rewards

By completing adventures, PCs experience many things and learn from them. This is how PCs gain experience points and advancement points.

A PC can gain 1,000 experience points and 3 advancement points for completing an adventure. They also receive bonus experience points according to the following table based on the party's number of fate points when the adventure concludes. The bonus experience points listed here are per adventurer.



## Bonus Experience from Fate Points

Current Fate Points	Bonus Experience (per Person)
12 or more	None
10 or 11	500
8 or 9	250
7 or less	None

Any experience points gained are added to both cumulative experience points and current experience points.

Players add the number of advancement points they gained to their advancement points.

They also increase both their adventure count and completion count by 1.

### ● If Players Fail to Complete an Adventure

If players fail the adventure's objective or abandon it, each PC gains only 3 advancement points—no experience points. They also increase their adventure count by 1 (their completion count doesn't change).

### Advice for When Adventures Fail

Adventures will occasionally end in failure. But this is nothing to be depressed about. Adventures are rife with danger—the possibility of failure always exists. There is no such thing as an adventure that will be successful no matter what.

What, then, would constitute a failure?

The easiest defeat to understand would be the party being wiped out. Or perhaps a companion dies, and the rest of the party decides they can't keep on going with the adventure and returns home without completing the objective. The same goes for getting into a really rough spot in combat and being forced to flee the entire thing.

In these cases, you have a few choices: Keep on going, make it so that bad event never occurred, or have somebody else save the party.

If you decide to keep on going, as long as PCs are alive, they each gain 3 advancement points as a consolation. Then they can do some



shopping (if the situation permits) and give it another try. If the players don't have enough money, you can permit them to gain some nonadventuring income.

If the party is wiped out or a PC dies, you can have that player create a new PC, with whom they can go on a quest for revenge or set off on a whole new adventure. If the party is wiped out, their new PCs might take on a request to search for adventurers who have gone missing—their old PCs.

If you decide to adjust things so that the bad event never transpired, you could start over from the beginning of combat, or you could go all the way back and make it so the adventure never actually happened and set off on a new one. It would be much like the *it was all a dream* ending cliché, but if beloved PCs would otherwise die, it might be the way to go.

Having someone else save the party means having other adventurers or suitable NPCs swoop in and save them. As the GM, you can treat this as an emergency evacuation situation, but it could also be fun to have the players create new adventurers to play with until they eventually save their original PCs from their dire straits.

Whatever you choose, talk it over with the players. It's important to make sure everyone is satisfied with the way the game continues. They might be able to make it out of the tight spot together, deepen their bonds, and have a more enjoyable, more interesting experience that will last in their memories for years to come.

If all the players grin and say that the game was fun and interesting at the end, the session can be called a success.

## WARNING!

Premade adventures for newly made characters begin on the next page. If you plan on participating in one of these as a player, be sure not to read the adventure. If you know about all the obstacles that will be in your way, how to solve them, and the identities of enemies, it will take away from your enjoyment of the adventure.





## Adventure 1: Save the Baby!



### ADVENTURE OVERVIEW

At the Adventurers Guild, the PCs—fledgling adventurers—hear from more experienced members of their profession about the defeat of a large horde of goblins. However, they follow that with news that a smaller goblin band that split off from the bigger one has kidnapped a baby.

Apparently, the goblins have holed up in a half-underground dwelling (already abandoned) that a former rhea adventurer (a misanthropic bigot) used to live in. The request made of the PCs is to destroy the goblins and rescue the baby, if they're still alive.

This adventure was written for a party of four newly made adventurers. If there are only three PCs, remove one enemy from each encounter. This adventure is not recommended for one or two PCs. If the party contains 5 PCs, simply use everything here without adding enemies in or doing other things to increase the difficulty.

**Starting Fate Points for This Adventure: 3**

#### Choosing Sample Characters

This adventure works best with four PCs, but if the party's classes are skewed, it could still be very dangerous. It is recommended that at least two PCs have learned a frontline class such as fighter or monk. Three PCs with such classes would be even better. This game places very little restrictions on multiple classes, so every player could be a frontliner who can also cast spells. Spells can be a very decisive force



in a variety of situations when used well. Having a priest or dragon priest who can learn Minor Heal will be reassuring but isn't strictly necessary. Having one scout or ranger will generally be enough. Based on this, we recommend the following four sample characters to use for this adventure.

- **Sample PC #1: Human Swordfighter (p. 56)**
- **Sample PC #2: Dwarf Priest-Fighter (p. 58)**
- **Sample PC #3: Elf Ranger-Shaman (p. 60)**
- **Sample PC #5: Rhea Scout (p. 64)**

Of these, Human Swordfighter and Dwarf Priest-Fighter are a higher priority than the others, since they can fight on the front lines while protecting their companions. After that, if the players want to focus on exploration abilities, choose Rhea Scout, while if they want to go more for combat potential, choose Elf Ranger Shaman.

If there are 5 PCs, you can have one use **Sample PC #4: Lizardman Dragon Priest-Monk (p. 62)** to beef up the front line and provide a boost for healing via Minor Heal. They could also decide on **Sample PC #6: Human Sorcerer (p. 66)** if they want to focus on taking down strong opponents.

If the players would rather shore up their defenses, they can switch Human Swordfighter for **Sample PC #8: Dwarf Shield Fighter (p. 70)** or Elf Ranger-Shaman with **Sample PC #7: Human Priest (p. 68)**. However, if both of these are switched out, it will take much longer to defeat enemies, possibly creating issues with the attrition track, so be careful.

Players are, of course, able to choose or create their own characters at will, but if they're not sure what to do, give them the advice in this section.

If there are only one or two PCs, you can also decide to control one of the sample characters yourself.



## ADVENTURE INTRODUCTION

First, either read the following text aloud to everyone or break it down in your own words to explain.

*Now that you've all become adventurers, you hear something useful at the Adventurers Guild from one of its more experienced members. It seems that a large horde of goblins was recently felled.*

*When you head over to the guild's receptionist, she calls out to you.*

*"Hello! We actually just had an urgent request come in. It seems to also concern some goblins."*

*The experienced adventurer who told you the news answers her. "What? Really? That sounds like the perfect job for these newcomers."*

*You think you see a spark of worry flash through the receptionist's eyes, but it must just be your imagination. It's time for your first adventure!*

*"The requester rushed here, saying a separate group of goblins attacked a village and kidnapped a baby. The carriage he traveled from the village on is waiting outside. He wants someone to come with him right away, so please hurry. I'll handle the paperwork for you. For payment, how does 12 silver pieces per person sound? This is an emergency, so we can pay a little more than we normally would."*

- Place

Village in the Eastern Valley

- Requester

Village Chief

- Request

Rescue of the baby, and  
elimination of the goblins  
(Of equal priority. If the baby  
is already dead, you won't  
be held responsible.)

- Reward

12 silver coins per person



## THE ADVENTURE PROPER

### ➤ 1. GET TO THE VILLAGE ◀

If the PCs accept the request, they will be hurried into a carriage waiting out front. It's a very uncomfortable ride, given that their conveyance is normally for transporting crops.

It takes about one hour to reach the village in this carriage. Because it's extremely shaky, the PCs must roll a strength endurance check (with no applicable class) with a target score of 10. If they pass the check, they endure it, but if they don't, they get a little motion sickness and suffer 1 point of fatigue.

The villager desperately driving the carriage—the requester—explains his request during the trip.

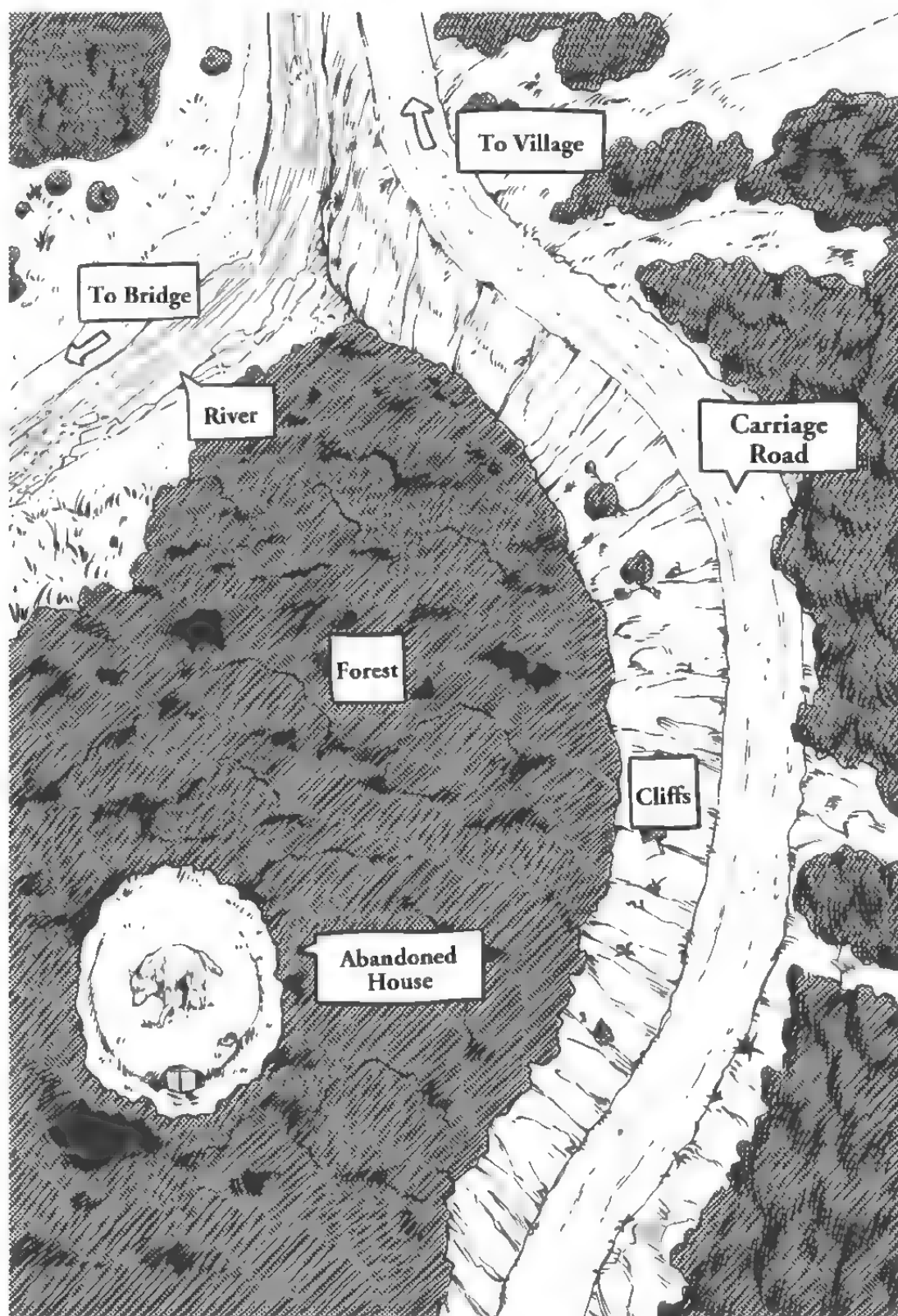
*"It just happened this morning. Before dawn, when I went into the fields, I heard cries from a young couple who lives on the village's outskirts. Everyone ran over just in time to see the goblins making off with the couple's swaddled baby. They roared about something, then ran away, but not before killing the husband and stabbing the wife in the gut... Damn them! One courageous fellow gave chase, led by the baby's wailing. At the bottom of the valley, near the village, is a house that belonged to a bigoted rhea, a former adventurer trying to live secluded from the world or something. He passed away about five years ago, and the house was left abandoned. And that's where those damned goblins seem to have holed up."*

After finishing his explanation, the villager brings the carriage to a halt partway up a mountain path. Below is a thick stretch of forest. The villager points to one spot in the greenery of it and tells them it's over there. To actually see the place, a PC will need to pass an observation check (intelligence focus + ranger or scout level + bonus from Observe).

If they fail the check, they can't see it through the trees, but if they pass, they'll notice an oval-shaped hill, 30 meters long and 20 meters



## ABANDONED HOUSE ENVIRONS





wide, rising above the ground at a height of about 1.5 meters. The late rhea must have lived inside a hole dug into the small mound.

Common sense would dictate that the baby is already dead, yet the goblins kidnapped it instead of doing the deed on the spot, which means there's a possibility that they're keeping it alive for some reason.

It's about another 30 minutes to the village, but players can get off here and head straight for the goblins' lair if they wish. If they do, go to 3-A. Descending the Cliffs. This is the fastest route there.

If they continue to the village, though, they'll be able to get more information and even get help from a few villagers. You should imply as much but let the players decide for themselves. If they want to head for the village, go to 2. At the Village.

---

## ➔2. AT THE VILLAGE◀

---

By stopping at the village first, the players can learn more about the incident and ask for the villagers' assistance. They won't assist the PCs in ways that would be dangerous to them, however. After finishing the request, the PCs will have to give a report on everything to the Adventurers Guild. Depending on the situation, the guild may ask the requester for details. If the PCs bring needless harm to the requester, they will be assessed harshly.

### ● 2-A. About the Incident

The PCs can ask the other villagers about what happened this morning as well.

The incident occurred at about 5 AM—a little before dawn. The young couple living farthest from the village center were the ones attacked. They were going to try constructing a new farm. Everyone in the village was on good terms with them, so they all rushed over when they heard the screams.

There was a thick fog in the morning, and people couldn't make out much more than goblin-like shadows. They say there were probably around three or four of them.

PCs can also obtain two other testimonies: First, that there was one fairly large shadow among the others. Second, that a goblin holding a staff looked to be in some way instructing the goblin carrying the



baby. PCs can suppose from these things that one of the goblins is a hobgoblin and that a magic-user goblin may have had some objective in kidnapping the baby.

Villagers heard the baby crying as the goblins fled, so the infant was definitely still alive at the time. The baby is a male named Leon and is six months old. When somebody tells the PCs this name, a three-year-old village girl asks you to save little Leon and offers a pretty stone—her treasure—as a reward.

Leon's father was killed, and his mother was gravely wounded and lies unconscious. If the PCs do something to heal her, such as using a spell, they will obtain clear testimony of the presence of a hobgoblin and a magic-user goblin. She will also say it seemed they were being ordered not to kill the baby. If the baby perished, she would probably lose the will to live.

## ● 2-B. About the Abandoned House

The goblins are currently nesting in a half-underground hole-home, which had been inhabited by a recluse who passed away five years ago. The PCs can ask villagers for its exact location and how to get there. They can also learn several other things.

### ◆ Location and Route

The goblins' hideout is at the bottom of the valley, surrounded by forests. You'd have to get relatively close to even find it. The villagers tell the PCs the signs to look out for, so they won't get lost in the woods. However, getting to that point could be somewhat troublesome. The PCs will either have to clamber down a steep hill or go along the river. It's a long, time-consuming trip to the bridge. There are shallower parts of the river before reaching the bridge, but its flow is powerful at this time of year. Going down the hills would be quickest, taking the shallows the second swiftest, and using the bridge the slowest.

### ◆ The Abandoned House's Inside and Origin

The owner was a rhea who was uncommonly bigoted and reclusive. He died of illness five years ago. He'd occasionally order food, which the villagers would bring to him, but almost nobody had ever gone inside his home, so they don't know what it's like in there. The only two facts they know for certain are that it can't have had more than five chambers, and that the paranoid old man set traps to keep intruders out. An



old woman who had spoken with the rhea can also provide a few extra details. Namely, the house has both a front and back entrance, and the front entrance has some sort of trap on it; second, there might be treasure inside; and finally, that there's a passage in the attic.

### ● 2-C. Help from the Villagers

If asked, the villagers will guide the PCs to the abandoned house. They can also help scale the cliffs or cross shallows. The PCs can also borrow tools from them, like long ropes, lanterns, shovels, and hoes.

Young, hot-blooded villagers and relatives will declare they'll go with you to take revenge, but if they get caught up in the fighting, they will almost certainly die. The PCs could also have them wait nearby, handing off the baby after rescuing him and have them run away first. Once the infant is safe, the PCs can resume fighting the goblins. (This is only if a player thinks of something like this on their own.)

#### Proper Names for Characters

The original work is unique in that it calls all its characters by common nouns, but the residents of the Four-Cornered World do, of course, have their own names.

In tabletop RPGs, sometimes the GM will avoid giving too much information on any characters except those special ones they want the players to grow attached to. At the same time, though, names can be an important part of the act to lend a clearer atmosphere to this alternative reality. As the GM, you should use both your own style and the players' wishes to decide how best to handle it.

The setting of this adventure and the names of key figures are as follows:

Village: Koban

Requester: Darick

Village Chief: Barg

Killed Father: Banza

Wounded Mother: Milia

Baby: Leon

Mother's Younger Brother (appears later): Taiga



### ➤ 3. TO THE VALLEY ➤

There are two routes (one of which has two paths) to the abandoned house at the bottom of the valley.

#### ● 3-A. Descending the Cliffs

These steep hills are so intense that they're essentially cliffs. They're overgrown with trees, so PCs can use those or ropes to get down.

Each PC will have to make a check. If they have good balance, they'll make a climb check (technique endurance + ranger or scout level + bonus from Martial Arts). If they're going to use raw muscle strength to keep them from falling, they'll make a climb check (strength endurance + fighter or monk level + bonus from Encumbered Action). Each has a target score of 11.

Any PCs who pass the check get down without a problem. If one fails, they won't fall a very long way, but if they failed the technique endurance check, they'll take 1d6 points of falling damage (p. 198), and if they failed the strength endurance check, they'll suffer 1 point of fatigue.

If the PCs stop by the village and ask for guidance, help, or to borrow tools, the check's target score goes down to 8.

#### ● 3-B. Crossing the River

If the PCs cross the river, they'll be presented with a choice: find a shallow part to cross or go all the way around and use the bridge.

If the PCs search for a shallow section, they'll need to proceed attentively along the riverside and make an observation check (intelligence focus + ranger or scout level + bonus from Observe). All PCs make this observation check with a target score of 10, and if any one person succeeds, they will find a shallow part. If everyone fails, they won't find any before reaching the bridge.

As they would know if they asked at the village, the river is high right now, and crossing it takes a check of target score 10 using technique focus + scout or ranger level. PCs who fail are washed down the river. They can crawl back out of it, but they'll suffer 1 point of fatigue.

If the PCs ask for guidance or help at the village, they won't need to make the check to find the shallow part, and the target score of the check for crossing decreases to 8.



If using the bridge, there will be no problems other than it taking time. However, by the time they reach the abandoned house, the sun will have set, and it will be dark. The baby will have weakened as well. See a later section for the disadvantageous situations that follow from this.

### ● 3-C. Didn't Visit the Village / Encountering Stray Goblins

If the PCs didn't stop by the village, they'll need to rely on only what they saw from the road above to get through the forest. If any one PC passes a check, with a target score of 10, using intelligence focus + ranger level + bonus from Survivalism, the party reaches the house without an issue. If they all fail, they will get lost, only reaching the house once the sun has set (refer to a later section for the effects of this).

Regardless of whether they get lost or not, they will pick up on the sounds of combat from within the forest. They'll also hear a person calling for help.

A boy in his midteens is being attacked by 2 goblins (p. 558). The only way to save him is by entering combat. Because the PCs have to go through dense trees to get there, start combat with an encounter distance of 3 meters.

If either one of the goblins dies, the other will abandon its weapon and beg for its life. The choice of what to do is up to the PCs. If they decide to spare its life, it will attack them the moment their backs are turned. Treat the goblin's initiative as 10 for this betrayal, then resume combat starting in the next round.

After defeating the goblins, the PCs can save the boy who was being attacked. He's the little brother of the young father who was slain. He'd found where the goblins were hiding out, then turned back. However, he was unable to wait for the PCs to arrive and returned here to try checking on the baby, at which point he was spotted by goblins and ran for his life. Also, tell the PCs in the young man's words that there was a magic user goblin and a hobgoblin in the mix, and that he thinks the baby is alive.

If the PCs are lost, the boy will offer to guide them closer to the house. If the PCs take him up on that request, they'll probably end up keeping him outside the abandoned home.

### ● 4. Entering the Abandoned House

This house is where the rhea used to live. It's a mound about 1.5 meters high, and the front is covered with grasses, ivy, and moss. A tunnel has been dug through it, with the floor being about 0.5 meter underground.



Since it's been left alone for the better part of 5 years, it's difficult to tell it apart from its surroundings.

It sits in a clearing encircled by the forest, and only at a distance of around 10 meters would one start to notice it. However, there are wolves keeping watch from atop the hill. They will attack the PCs no matter where they approach from.

If the PCs go around to observe the mound from all angles, they'll find a very sturdy door (the front entrance), a half-buried, almost-broken door (the back entrance), and shuttered windows and a chimney on the west side of the front entrance.

#### ● 4-A. The Guard Wolves

Atop the hill sit wolves (p. 569). They number one less than the party and will attack the PCs on sight. Fortunately, they are not guard dogs, so they'll likely attack the PCs quietly, without howling, as though hunting.

The wolves approach quickly, so start combat with 5 meters between them and the party.

The PCs can see the wolves from inside the forest. Be aggressive in adopting player ideas for getting around them, such as drawing them away with meat or making noise to lead them somewhere else.

Once the wolves have been taken care of, the party can examine the front entrance, back entrance, and windows.

#### ● 4-B. The Front Entrance

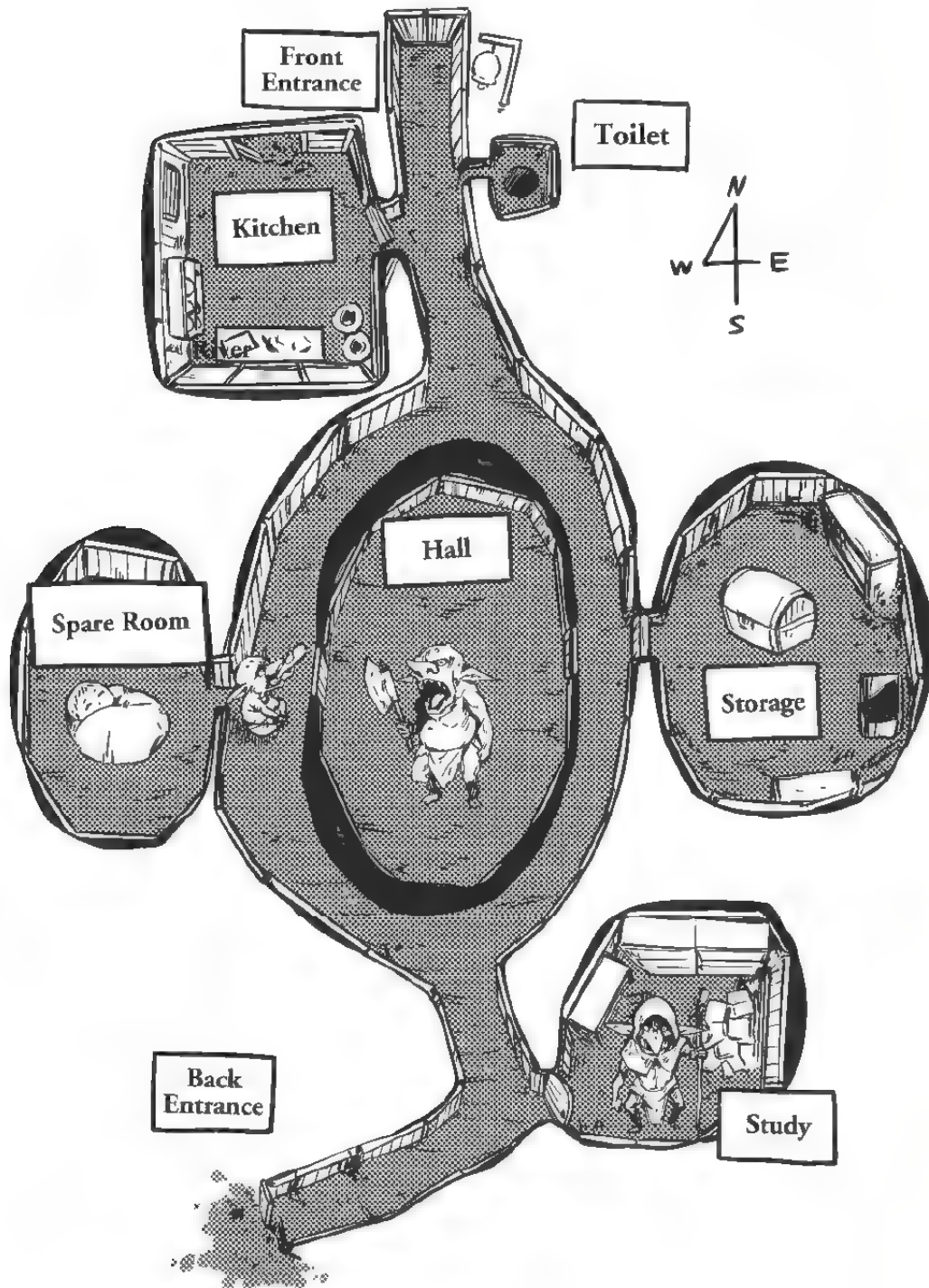
A sturdy wooden door. It isn't locked.

The trap set here still works. To check for traps, make an observation check with a target score of 11, using intelligence focus + scout or ranger level + bonus from Observe. Failure means nothing is found. Success means the PC finds the trap. If the players open the door anyway, a bell will start clanging, and oil will pour on them from above. The trap itself has seen better days, so if the PCs do find it, they can disarm it automatically.

If the PCs don't investigate and enter through the front door, they must make a sixth sense check with a target score of 13, using intelligence reflex + scout or ranger or shaman level + bonus from Sixth Sense. If they fail, the old oil pours on them. The bell that would have otherwise rung snaps off its string and falls. It makes a single dull ringing



# MAP OF THE HILL HOUSE





noise, but nothing happens. If the PCs pass the check, they deftly leap back and stop the bell from falling as well.

There is a toilet set off from the house near the front door. Investigating it will yield nothing. Its wallboards can be stripped and used as shovels.

If the PCs go in through the front entrance, go to 5. House/Kitchen.

#### ● 4-C. The Back Door

The back door is half buried in dirt. It's rotting and mostly broken. Because of the lack of space, if anyone other than a rhea attempts to enter, they will have to dig out the earth. To do this, make a check with a target score of 11, using strength endurance + bonus from Encumbered Action. Up to three people can do the work at once; two people lowers the target score to 10, while three lowers it to 9. The check is made by all PCs doing the work. You can also decrease the target score further if they have suitable tools or a good idea. In this case, if even 1 person passes, the party is able to dig out the earth. Even if everyone fails the check, they can still move the earth out of the way, but the exhausting work will cause them to suffer 1 point of fatigue.

If the PCs go in through the back door, go to 6. House/Study.

#### ● 4-D. Small Kitchen Window

There is no glass in the window, only shutters. PCs can see inside through the cracks. The shutters have gotten fairly weak, and a single hit from a weapon would break them easily. One person can get through this window at a time. For more about the kitchen, see 5. House/Kitchen.

---

### ➤ 5. HOUSE/KITCHEN ◀

---

If the players go through the front entrance, they'll see a passage heading south. It's about 2 meters tall and 2 meters wide; it's a tight fit for two people to travel side by side down. It was probably made by the owner tunneling through the ground, pushing stones or wooden planks into it, and covering it with wallpaper to make it livable. It's all a mess right now.



If the players close the door, it will become pitch-black. They will probably need a torch or other form of light.

There is a door 3 meters down the passage on the west side. The passage splits east and west another 3 meters beyond that.

The door on the west side is opened slightly. If the players left the carriage early and came here, then encountered the goblins while traveling through the forest, the kitchen will be pitch-black and empty. When they go in, the outside light will be shining through the shutters, and there will be bottles of liquor left on the shelves. If a PC passes a check with a target score of 13, using intelligence focus + bonus from Appraisal, they will realize they are medicinal spirits that, when imbibed, will wash away exhaustion. Treat these two bottles as two stamina potions. If the PC fails this check, they will only think the bitter, pungent liquor has gone bad.

If the event with the goblins attacking the boy in the forest has not happened, two goblins (p. 558) will be here, cooking some leftover preserved food over a campfire and having a snack. When the PCs barge in, they will get up in haste and attack. Start the encounter at a distance of 3 meters. The kitchen also serves as a pantry for food, and it's about 5 meters in diameter. If the PCs are entering through the window, the party and goblins will notice each other once two PCs have entered. Treat entering or exiting through the window during combat as a main action.

In this battle, the goblins will use lit firewood instead of weapons. Their data is the same as the standard printed goblin, but with one extra note. If a PC is still covered in oil and a goblin attack lands and does at least 1 point of damage, the PC will ignite and take one additional point of damage. They will not ignite if the attack lands but does no damage. The flame will not continue burning, so PCs will be able to put it out once combat is over. After killing the goblins, the players can explore the kitchen more, as previously described.

From here, move to either 7. House/Storeroom or to 8. House/Empty Room immediately followed by 9. House/Hall.

If the PCs came here after choosing this path from the fork, and they arrive here before the sun has set, they will be able to hear the baby crying from 8. House/Empty Room.



## 6. HOUSE/STUDY

If the players go through the back door, the passage looks the same as in 5. House/Kitchen. About 4 meters ahead, there will be a small door on the eastern wall. The passage splits east and west 3 more meters beyond that.

If the players go near the small door, they will hear high-pitched ranting noises. They can't really tell what any of it means.

Inside is the goblin magician (p. 559). The room is small, and the goblin magician will attempt to counterattack with spells as it flees into a corner (the room is about 3 meters in diameter). Start combat at an encounter distance of 2 meters. Only up to two PCs can move freely inside the room. Others can still use magic or ranged attacks to support.

This is the late rhea adventurer's study, and it's packed with books regarding magic. Unfortunately, because of a rain leak, most of them have rotted and are unreadable. In the book the goblin magician had open, the players can suppose it describes, in a language used by an evil race, a way to use an innocent life as a sacrifice to summon and employ an evil spirit. It's an extremely advanced spell—not the sort a mere goblin magician would have been able to cast. Still, like most goblins, it probably wanted to test it out anyway, because maybe there was a chance it'd work. If the players bring this book back to the Adventurers Guild, they can exchange it for 10 silver coins. Also, if a PC passes an observation check with a target score of 10, using intelligence focus + scout or ranger level + bonus from Observe, they will spot a hidden door in the room's ceiling.

Cramped passages run through the attic. If the PCs go through it, they can see what's in each of the rooms from above. To get down, they will need to break through the ceiling. This is easy and doesn't require a check. However, any race besides rhea, or a short human or elf, will not be able to get through the passages. A large key is concealed on one wall of this hidden passage. This is the key to 7. House/Storeroom.

From here, the PCs can move to either 7. House/Storeroom or to 8. House/Empty Room followed by 9. House/Hall.

If the PCs came here after choosing this path from the fork, and they arrive here before the sun has set, they will be able to hear the baby crying from 8. House/Empty Room.



## 7. HOUSE/STOREROOM

If the PCs elect to go down the eastern path of the fork, there will be two doors facing each other, one on either side.

The west door leads to 9. House/Hall. This door is closed, and groans can be heard from within. It doesn't sound like anything is angry—it more sounds like they're having a feast in there.

The east door is a thick iron door closed with a padlock. If the PCs don't have the key found in 6. House/Study, they will need to pick the lock. If a PC passes a handiwork check with a target score of 14, using technique focus + scout level + bonus from Handiwork, they can open the padlock. However, there is no telling when a goblin might open the door of the hall and spot the party. You may make the decision to have them attack from behind.

If the PCs picked the lock, they will also need to spot the trap and disarm that. Detecting it requires an observation check (intelligence focus + scout or ranger level + bonus from Observe) with a target score of 12, and disarming it requires a handiwork check (technique focus + scout level + bonus from Handiwork) with a target score of 13. If the PCs open the door without disarming this trap, poison gas will erupt from the keyhole, dealing 1d6 points of damage to the life force of everyone within 3 meters. The poison's strength is 10; if a PC passes a strength resistance check (strength reflex + adventurer level + bonus from Strengthened Immunity) (p. 241), they will only take half the damage, rounded up.

Inside the storeroom are keepsakes from the original owner's days as an adventurer. Nearly everything with monetary value has been disposed of, but the PCs will obtain a magic dagger +1.

If the PCs enter through the hidden passage in the attic, they don't need to open the lock, either.

From here, the PCs can move to 5. House/Kitchen, 6. House/Study, or 9. House/Hall.

Magic Dagger +1

One-Handed Sword / Light<sup>1</sup>

Use	One-Handed	Attribute	Slash/P erce	Power	1d3+2
Hit Mod	+1	Range	Close	Value (Silver)	150
Effects	Throwable				



## ➤8. HOUSE/EMPTY ROOM➤

If the PCs choose to go down the eastern path of the fork, there will be two doors facing each other, one on either side. The east door leads to 9. House/Hall.

A goblin (p. 558) is sitting in front of the door to the west. The PCs can hear the crying of a baby from inside the room.

The goblin seems to be annoyed. It's drinking straight from a bottle of liquor it found in the kitchen.

The passage is curved, so whether or not the PCs come from the north or south, they can stay hidden as they approach.

If the PCs can kill the goblin in one round, it won't call for its allies. Apart from charging in and taking it down in one breath, if the players think of any good ideas, be aggressive in adopting them.

The door is locked, but the key hangs from the lookout goblin's belt.

Inside is what used to be the bedroom. The baby has been tossed onto it, wrappings and all. He's grown fairly weak, but he's still alive. However, opening the door will cause its crying to ring out, alerting the goblins in 9. House/Hall. Combat will occur in this room using the process described in 9. House/Hall.

If the PCs enter through the passage in the attic, they can take the baby back out with them. If they do, they will probably need to put the baby somewhere safe, then hunt down the rest of the goblins. If they decide to go back to the village with the baby, the goblins will notice and give chase, bringing combat outside. Start this combat with an encounter distance of 10m.

If the PCs get the baby outside, they might then be able to employ tactics like smoking out the rest of the goblins, but if they do, all the dispersed enemies will appear together, possibly placing the PCs in a disadvantageous situation. If they don't seem to realize that, point it out to them.

## ➤9. HOUSE/HALL➤

Standing in front of the door, the PCs can hear boisterous sounds from within. A boss hobgoblin (p. 559) and his goblin minions (p. 558) numbering one fewer than the PCs are inside.



If the PCs enter through here or escape with the baby in 8. House/Empty Room, combat with this group will start.

The hall is 10m from north to south and 5m from east to west. Start combat at an encounter distance of 3m.

If the goblins in other rooms haven't been taken down yet, then at the start of the second round, the goblin keeping watch over the baby will come running in. At the beginning of the third round, the goblin magician (p. 559) will enter. And at the start of the fifth round, the two goblins in the kitchen will join. Have them appear from the door opposite the PCs rather than letting the goblins surround the PCs. Of course, this may not work if the PCs have taken additional measures such as blocking one of the room's doors.

## ENDING THE ADVENTURE

Once the PCs have slain the hobgoblin and goblins, there is nothing stopping them from saving the baby. The baby is tough and worn out from crying, but he's alive and unharmed. Have the players take care of him nicely.

If the players are worried about getting back up the cliffs or through the shallows while carrying the baby, they can have one from their group go on ahead to ask for the villagers' help. As long as there are no monsters left, the villagers will not be in danger.

The villagers and the baby's mother will tearfully thank the PCs, ending the adventure. The party will go back to the guild, report in, and receive their rewards. Each PC will gain 1,000 experience points and 3 advancement points. Remember to verify the number of fate points at the adventure's end and distribute bonus experience if appropriate.

Also, add one to each PC's Adventures and Completed sections on their sheets.

As long as nobody does anything overly reckless, the baby will be fine. However, if the players lose in combat or otherwise fail the adventure's objective, see the Advice for When Adventures Fail section and deal with things in an appropriate manner.



## Adventure 2:

# The Magic Beast in the Pass

### ADVENTURE OVERVIEW

The mother of the rescued baby pays a visit to the Adventurers Guild. Having lost her husband, she's decided to take her baby and move back with her family, but a pack of wild animals have taken up residence on the only route to the remote settlement where they live.

Her request of the PCs is to eliminate the pack of beasts.

The animals in question are lynxes. The group's leader was originally the pet of an evil sorcerer. During that time, it gained intelligence and was given a magical item granting the wind's protection to its tail. Experienced adventurers broke into the sorcerer's tower and slew him. However, the way they killed him presented an issue. Since they'd climbed the outer walls to reach the top, the monsters that were in the spire were left to their own devices, eventually leaving. One of them formed its own pack and now calls the mountain pass its home.

The lynx isn't incredibly powerful, but it's smart enough to outwit average hunters, and it's hard to hit from a distance.

The PCs will have to figure out how to go about killing these lynxes, perhaps drawing them away or locating their home and attacking it.

During the adventure, the characters who appear will give hints in the form of information that lead players toward one of these two methods. Of course, if the players think of their own solution to the problem, the GM can freely change how things play out.

This adventure assumes the PCs have already played Adventure 1: Save the Baby!

**Starting Fate Points for This Adventure: 3**



## ADVENTURE INTRODUCTION

The PCs were visiting the Adventurers Guild looking for work again when a request came their way—someone has asked for them by name.

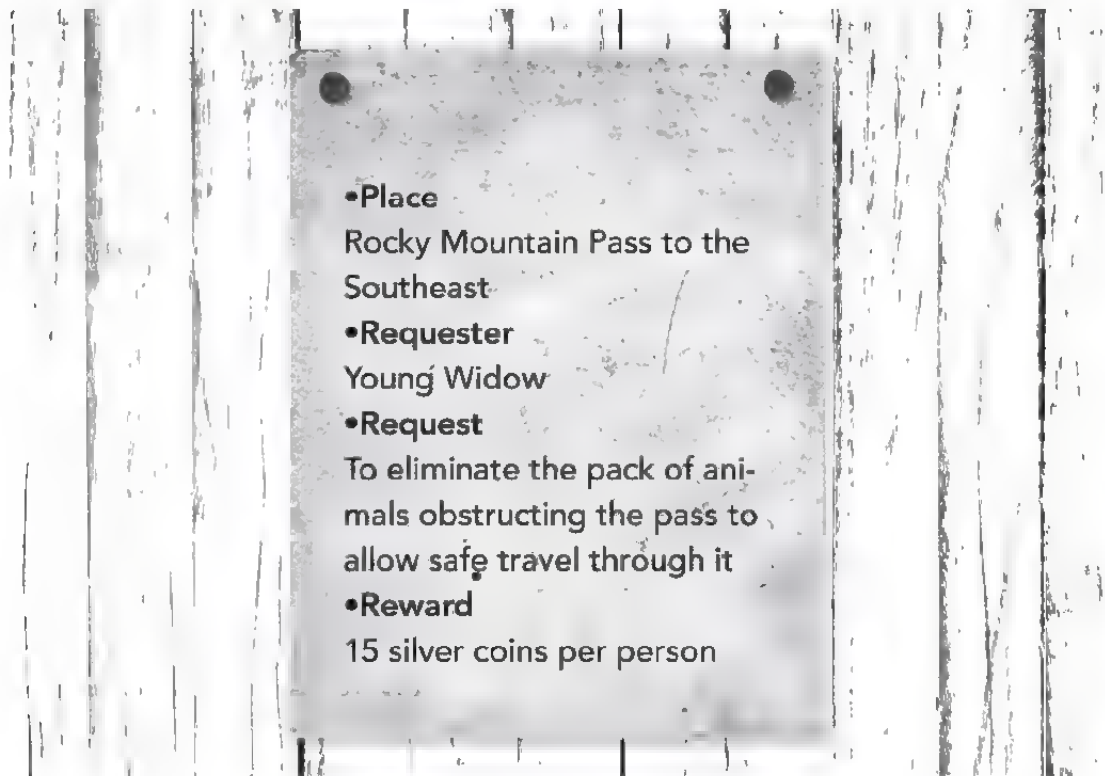
The request is from the mother of the baby they saved on the previous adventure. Following her husband's passing, she's decided to bring her child back to her parents' house for the time being, but she can't get through the mountain pass on the trip there because of the wild beasts that now prowl it.

The woman's home is in a remote village, and that pass is the only major route to get to it. She could conceivably take a long way around, but it would be fraught with danger and take far longer.

She'd like the PCs to get rid of the man-eating animals and clear the pass out.

She doesn't have much to offer personally in terms of payment, but because travel between here and the village has gotten difficult, the Adventurers Guild has put together all the requests to exterminate the animals submitted by nearby villages. The total offering from all of them is a fair bit of compensation.

The receptionist is the one who explains this job, though if you wish, you can have the mother describe it herself.

- 
- **Place**  
Rocky Mountain Pass to the Southeast
  - **Requester**  
Young Widow
  - **Request**  
To eliminate the pack of animals obstructing the pass to allow safe travel through it
  - **Reward**  
15 silver coins per person



## ➤ 1. VILLAGE BELOW THE MOUNTAINS ◀

The receptionist at the guild first advises the group to head for a village near the foot of the mountains to hear more about the situation.

The village is a day and a half on foot from the town the Adventurers Guild is in. Since the lynxes are causing an issue for nearby settlements, the PCs can gain the Adventurers Guild's assistance with travel expenses and lodging. The village at the foot will allow the PCs to stay in the village leader's house until they've finished exterminating the beasts. You can have the mother who made the request go with the party, if you wish, but no farther.

First, the PCs hear the following from the village leader:

*"Ahh, yes, I was just thinking of going to submit a request myself. While on her way back from the pass with her child, the mother told me she couldn't manage to cross. Do you know of the animal called a lynx? Though they are feline, they are quite large, ferocious carnivores. They can jump to the tops of trees and will even attack people for food. We never saw them very often around here, but now an especially big one has apparently formed a pack with a few others. In our village, we let our goats graze on the mountainside, but with those beasts... The villages on the opposite side of the mountains must be worried as well. Anyone who gets close to those animals is attacked. Perhaps they have some grudge against people or were trained to behave this way?"*

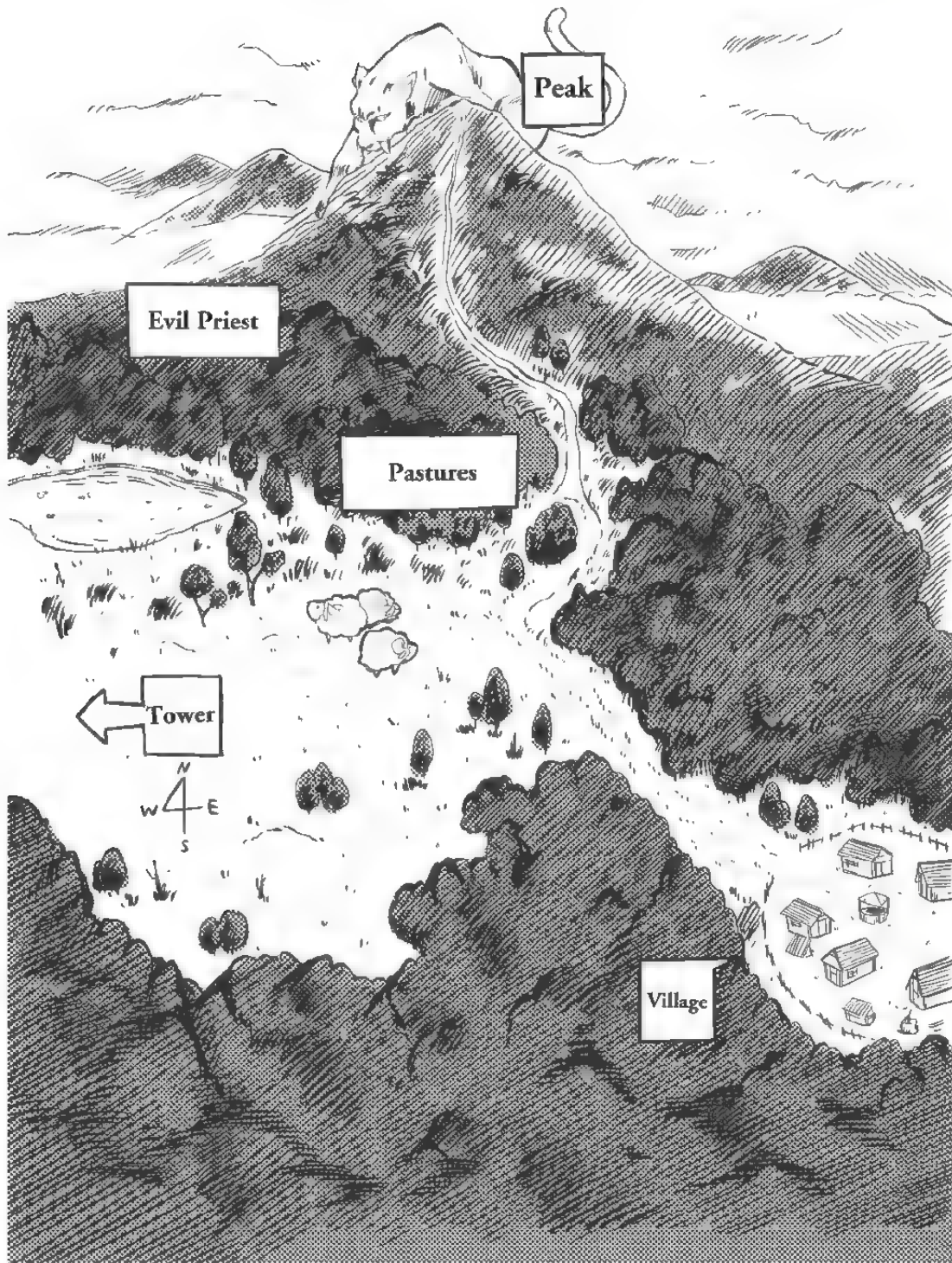
*"A group of three adventurers did pass through this village some time ago. They claimed an evil sorcerer had built a tower about half a day's travel into the forest, and that they were on their way back from slaying him. Perhaps that's related?"*

*"Our hunter claims that the lynx leader is a very clever beast. His arrows all missed. You should ask him if you want more information. As for the evil sorcerer's tower... Ah, yes, the old healer sold the adventurers some medicinal herbs, so she may have heard something. She likes listening to the stories of others."*

*"The beasts mostly appear at the top of the pass or in the pastures on the mountainside. On foot, it'll take about three hours to get to either."*



## MOUNTAIN PASS AREA MAP





Should the PCs inquire with other villagers, they only offer the same information as their leader. However, if a PC tries to be more careful with asking around, they can make an intelligence endurance check with a target score of 10. Each time they pass the check, they'll learn one of the following three things. If one PC takes half a day asking around, they can get them all in one check. If the players ask about things specifically, you don't need to have them make checks, instead only having time pass for them to get the information.

- After the beasts appeared, they seemed to be on the move to the east
- Their group comprises one male leader and three females
- The leader seems to especially relish the innards of young goats; after consuming what he wants, he shares what remains with his pack.

### ● 1-A. Asking the Hunter

The hunter is a mild-mannered young man in his midtwenties. Despite his class, he seems a little weakhearted. If asked, he will guide the PCs to the mountain, but if they're attacked by the beasts, he may fall victim to them. Be warned that if players let something like that happen to an innocent civilian, the Adventurers Guild will look on it poorly during evaluation. He provides the following testimony. For the latter part of his advice, if you can manage to guide the players into catching on themselves, it will give them a greater sense of accomplishment when they've solved things.

*"Well, we've seen lynxes around here before. Never had a hard time catching them with wire traps or the like, and they'd run if I threatened them with arrows. But ever since that huge boss of theirs appeared, I've been at a loss. He understands standard traps, picking up the bait without springing them, like he's laughing at me or something. When I fire an arrow, he flicks his tail. The pack's leader has an especially long tail, and he's got some sort of silver ring around it, too. When that band shines, wind blows and knocks my arrow off course. One time, the gust even cut my cheek, so I hurried on out of there.*

*"He's real smart. If he thinks he'll lose, he runs away. I think he's got a nest somewhere, so if you attack that, he probably wouldn't run. But again, that leader is canny. If he runs from you, he likely won't be*



*heading in the direction of the nest. The way he jumps along the tree branches makes it too tough to follow anyway.*

*"I suppose you could find a watering hole or something and lure him there—that might get him to fight you. Those cats have a custom of marking their territory around a source of water. If you can draw him right to you, you can fight without worrying about him running away. The old healer says she can concoct a scent cats like, so maybe you can use that. I mostly ignored that part, though, since my arrows wouldn't do much against the leader even if I did draw him out, and there's too many of the beasts to handle on my own, let alone make use of a scent."*

### ● 1-B. Asking the Healer

The healer is an old woman who clearly loves gossip and sticking her nose in other people's business. She'll talk about how troubled the village is and push the PCs to do something about it. Then after giving them the most help she can—in the form of one healing potion—she gives the following testimony and advice.

*"I heard about it from adventurers. About a half day's trip to the west of here was a tower where an evil sorcerer lived. These adventurers told me they took out that sorcerer—and only that sorcerer—and that the monsters under his command fled. Maybe this lynx was one of them and made a new home for himself. The tower might have clues, but it'd surely be dangerous. Other adventurers have tried climbing it a few times to investigate. That's what the adventurer said when he bought some medicine I was selling when he was passing through, yes it was. I can give you a rough idea of where the tower is.*

*"Still, you should be able to handle a few cats without bothering with the tower, yes? Have you heard of a plant called silvervine? If you bring me its berries, I can put together something that will, in essence, make cats drunk. I know some grows near the pastures, but with my darned hips, I haven't been to pick it for a few years. If you don't have time and need to head for the beasts immediately, I do have some herbs that will apply a smell to something so you can track it.*

*"I have a charm that will make you better at climbing trees, too, but I don't know if it works. I doubt it would let you chase the leopard. The beast will undoubtedly leave tracks on the treetops, though. Oh, and now that I'm thinking about it, a dwarf merchant, an acquaintance*



*of mine, once had an incredibly smart monkey with him. He should be coming this way rather soon, I believe. I do hope he doesn't run into any danger."*

## ➤ 2. EXPLORING THE MOUNTAINS ◀

Once the PCs are finished hearing what the villagers have to say, the two main courses of action will be to investigate the places in the mountains where the beasts have been sighted or to head over to the sorcerer's tower. If they go to the tower, go to 3. The Evil Sorcerer's Tower.

If the PCs go to the mountains, they will probably choose to either check the pastures or to check the pass itself. Refer to the appropriate sections for these.

It may be fun to create your own little events for the party as they travel, like a landslide happening, a swarm of bees attacking, or hunting deer for their meat.

### ● 2-A. Heading Toward the Pasture / The Elf Adventurer

The PCs will reach the mountainside plain being used as a pasture after about three hours of walking. Normally, goats would be out grazing, but the field is presently empty. Searching reveals no tracks from the wild beasts or anything else pointing to them.

However, what the PCs do see is a figure that appears to be a young woman—and who looks to be an adventurer. She is tall, carrying a crossbow, and a bag for holding catalysts for spirit arts hangs from her waist.

*"Oh? Are you all adventurers? So am I. Guess I'm a little higher, since I'm Obsidian-ranked. We probably shouldn't interfere with each other's requests, but why don't we trade information? I came from the west along the ridge, looking for herbs. What about you? Exterminating wild beasts? Sounds like things are a little perilous... Maybe I should get off this mountain. I haven't seen anything myself, though. I did find a sunken watering hole to the west. There was a dead fawn nearby it, too. Something ate out its innards and left the rest. I remember thinking it was an awful, vulgar way to hunt. Hey, you interested in buying some silvervine? I'll split what I gathered with you. How*



*does 5 silver coins sound? That's pretty cheap. The herbalist in town would buy them for twice that."*

If the PCs ask her to lower the price, she'll suggest settling it with a bit of gambling. She places three cuplike flowers down, then places the berries under one of them. Then she quickly switches them around. If the PCs can guess which one the berries are under, they win. Compare (p. 128) her check score of a standard score of 7 (technique focus + bonus from Perform: Tricks (Intermediate)) with the PCs' psyche focus check. If any one of the PCs gets a higher score, they win. If they win, she will say, *"Ahh, well, that was the deal,"* and hand over the silvervine berries. Even if the PCs lose, though, she'll say, *"You were taking it so seriously. Well, I'll let you pay me back for them when you can. But you still lost the game!"* and try to hand it over. As a penalty for losing, she will request your assistance for some adventure or other...and that is something for you, the GM, to take into account when making your own adventures.

If the PCs don't want her to hand the berries over because they lost, she will tell them where she found them, and the PCs can go gather some themselves if they wish. If they do, go to 4. Encounter with the Evil Priest.

With the silvervine berries, the PCs can have the healer process them (it takes 3 hours) into a scent that will attract any feline creature to it and make them unsteady when they sniff it.

The players can also head up to the pass from here, reaching it after another hour.

## ● 2-B. Heading for the Pass / Dwarf Peddler

The mountain is covered in tall trees and other foliage, but a road lined with small stones weaves in and out as it climbs.

When the PCs go up to the pass, when they're about to reach the highest point, a roundish figure appears, running down from your destination. It's a dwarf with a monkey on his shoulder and a great big pack on his back. Behind him, four catlike creatures are giving chase—though they are quite big animals. When the PCs see them, they'll realize these are the lynxes (p. 572) they're supposed to be hunting down. To get more information on them, a PC can make a monster knowledge check (intelligence focus + spell-casting class level + bonus from Monster Knowledge) with a target score of 10.



When they see the PCs, a particularly large lynx in their group gives a howl and stops the others. Then he gives a swing of his long tail. A ring on his tail shines as dust kicks up. A moment later, they're gone. If a PC passes a check (psyche reflex + bonus from Cool and Collected) with a target score of 11, they will see that the lynxes jumped into the forest to the east.

The dwarf thanks the PCs.

*"Well now, thank you kindly. Y'see, I'm an honest peddler. Made a deal with the healer in the village at the foot of this mountain, yes I did. I come through this area all the time, but never have I seen anything like that. Scared poor Vicky here. Now, now, Vicky, calm down. They ain't the types to hunt us down. Before y'all get going, let me offer you something from my wares.*

*"By the way, Vicky ain't just any monkey. You've probably heard o' hunting dogs—but have ya heard of hunting monkeys? Well, I trained her myself. She'll go all the way up trees to snag prey hit by an arrow, and she'll even track animals down by what they leave behind. Ain't she just the cutest thing?"*

If the PCs accept the peddler's gratitude, he will give them items worth up to 10 silver pieces total. However, he does not sell weapons or armor.

Instead of accepting items, the PCs can ask the peddler to have his monkey, Vicky, track down the lynxes. If they do, they will learn that the beasts—which fled east—went all the way around, came back to the path, and eventually headed down toward the western valley.

The PCs can track the beasts themselves without using Vicky, too. If they do, they will need to first climb a tree to get a high-up overlook of the surrounding area.

To quickly scale a tree using branches and knobs, a PC should make a climb check (technique endurance + ranger or scout level + bonus from Martial Arts), and if using strength to get oneself up, a PC should make a climb check (strength endurance + fighter or monk level + bonus from Encumbered Action). Both have a target score of 12. If the PC passes the check, they are able to climb to the top of the tree, but if they fail, they fall 3m and take 3d6 points of falling damage.

Once a PC is on top of a tree, they can then make up to three



observation checks (intelligence focus + ranger or scout level + bonus from Observe) with a target score of 11. These checks are consecutive, and the former must be passed to attempt the latter.

If a PC passes the first observation check, they can see that the lynxes headed east. If they pass the second, they can tell that they continued east for a little while, then turned around and went back to the road. If they pass the third, they'll be able to tell that the lynxes went down to the western valley.

The PCs can also go to the pasture from here. The walk takes an hour.

### Proper Names for Characters

This adventure refers to its characters by common nouns as well. But in this adventure, the characters aren't only subjects of questioning—one or two could also come to the PCs with a request later or form a relationship with them. A few are also returners from the previous adventure. You depicting them well can make the story more exciting. You could say everything as if you were the character, but that's not the only option. Even just inserting little things, like *He speaks with in an indifferent tone, though has a look of frustration* or *When she moves, you catch a clear, flowery scent coming off her* can make all the difference. Get the players to feel like the characters in the story's world are alive.

The adventurers who appear in 3. The Evil Sorcerer's Tower are characters from the original novels—Apprentice Cleric and Rookie Warrior.

Village: Joga

Village Leader: Torbula

Hunter: Rick

Healer: Amara

Elf Adventurer: Lermige

Dwarf Peddler: Gapus

Evil Priest: Gildobell



### 3. THE EVIL SORCERER'S TOWER

The players can choose to go to the evil sorcerer's tower they've heard about and investigate it just in case.

After about a day's travel west (more precisely, west-southwest) through the forest, the PCs will see a tower rising above the trees. Very tall and made of stone, it is crumbling, as though something broke it halfway up. It seems that without its master, it fell apart very quickly.

Upon leaving the forest and entering the open space around the tower, the PCs will hear the sounds of fighting. A girl who seems to be a priest of the Supreme God and a boy who appears to be a fighter in crude equipment are battling against wood golems (p. 602). Several more of the golems have just appeared from the tower.

Noticing the PCs approach, the young man and woman seek assistance. They seem to be starting adventurers, just like the party. If the players want to intervene, have them fight against the wood golems coming from the tower. Use one fewer of them than there are PCs and start the encounter with both groups 5m apart.

By the time the PCs take down the wood golems, the young man and woman will have finished off their enemies as well. Once combat is over, the players can hear what they have to say.

*Boy: "You really saved us—thanks! An adventurer we know defeated the sorcerer who lived in this tower. Several others have been around here to clean up the rest of the monsters, and they mentioned the spire was basically empty! We came around here on a different request when these things showed up."*

*Girl: "It seems like there was still a working trap that summoned weaker monsters. I don't think we should go in without preparing. Let's tell the Adventurers Guild. By the way, what are you all doing here?"*

*Girl: "You're searching for clues about a feline creature... Those golems attacked as soon as we set foot in the first floor, but before that, we found an open animal cage nearby. There were footprints of a large catlike carnivore of some sort, too. We also found this flute thing on the ground. Maybe it's a clue? You can have it as thanks for helping us."*



The girl hands over what is basically a type of dog whistle. Blowing into it won't produce a sound, but by passing a psyche reflex check with a target score of 8, one will feel its vibrations. Have the PCs make a general knowledge check (intelligence focus + sorcerer level + bonus from General Knowledge). If a PC passes the check, they'll realize it's probably making a sound only animals can hear, something that will call beasts to the user.

If the PCs try to go into the tower, force them to withdraw somehow, such as by making powerful monsters appear or threatening them with a trap that can't be disarmed. This tower exists to help you make your own exploration-type adventure in the future.

#### ➤ 4. ENCOUNTER WITH THE EVIL PRIEST ◀

After the players realize that the lynxes made for the valley to the west of the pass, they will likely give chase. Have this encounter occur while they're traveling west. The players may also decide not to head west and instead set a trap in the pasture or in the pass. If they do, have the evil priest interfere with their efforts. You don't need to have this event occur if the PCs have gone to the abandoned tower. You should consider play time and how much life force and fatigue the adventurers have at this point.

The PCs come across a man wearing black robes and sporting a suspicious emblem. He's flanked by a few other villainous-looking people who are undoubtedly his henchmen. If a PC passes a general knowledge check (intelligence focus + sorcerer level + bonus from General Knowledge), they'll realize the emblem is an effigy of an evil demon who belongs to Chaos.

*"To think I'd chance upon adventurers here, of all places... Obstacles to our attainment of a new power! That mage's pet is best used serving our god! Kill them all!"*

The enemies are an evil priest (p. 610) and a number of hoodlums (p. 607) equal to the number of PCs. Start combat with an encounter distance of 5m. The evil priest will spend all his energy casting spells, but if all his subordinates are gone and his wound count is at least half his life force, he will surrender and beg for his life. The players can



tie him up and hand him to the village or give him to the appropriate authorities. If they decide to capture the evil priest, the party will be paid 20 silver coins (separate from the request fee) for his bounty. It's even possible the PCs might interrogate him and learn more about some sort of conspiracy that relates to the next adventure.

In the sorcerer's tower, this evil priest found a whistle that can call the lynx to him. He'd mistaken that for the ability to freely command the lynx and was trying to make the beast his subordinate. He'll admit to these things once captured. If a PC passes a general knowledge check (intelligence focus + sorcerer level + bonus from General Knowledge) with a target score of 11, they will realize the same things about the whistle as they would in 3. The Evil Sorcerer's Tower (p. 548).

## → 5. SLAYING THE BEAST ←

After encountering the evil priest (or if that event hasn't occurred, after obtaining clues and going down the western side of the pass), the adventurers are able to find a spring at the bottom of the valley.

This is the watering hole for the creatures that live in the area. If the players want to lure the lynxes to them, this is the perfect place for it.

If the players simply wait around, the lynxes won't appear until they roll two dice for a result of a 2 or less. They can roll the dice every three hours. In addition, whenever they determine whether the group appears, the PCs must make either a strength endurance or psyche endurance check with a target score of 10. Failing this will cause them to suffer 1 point of fatigue.

If any one of the conditions below is met, the players only need to roll 1 die instead of 2 to determine whether the lynxes appear.

Additionally, for each extra condition fulfilled beyond the first, the numbers they need to roll go from 2 or less to 3 or less, then 4 or less.

- Using a young goat or young deer, or a soft-seeming human, as bait
- Spreading around the scent cats love
- Staying hidden a short distance away

If the PCs are hiding nearby, they'll need to blow the whistle to stop the creatures or else they will run away. You can explain this if the players



don't understand this point. Still, it'll feel like more of an accomplishment if they think of it on their own. Also, if the PCs think up some kind of plan and you decide it's a good one, you may raise their chances for it.

The PCs can wait in ambush at either the pass or the pastures as well. However, each time they roll to see if the lynxes appear, they make two checks to see if they fatigue. They'll also only be able to roll the dice once every half a day in in-game time, and the conditions won't ever be good enough to raise the roll needed above 3 or less.

If the PCs track the lynxes' footprints from the watering hole (they'll need to do another check from a treetop to find them (p. 572)), they'll find the cave nearby where they're living. They can blow the whistle to have the lynxes come running out. Without the whistle, the PCs would need to enter the cave. If they try to use smoke to force the lynxes out, the pack's leader will create wind from his tail-ring and blow the smoke back at the PCs.

However it happens, the fight against the lynxes is the climax of the adventure. There should be as many lynxes as there are players, with one of them being the leader (a boss).

Thanks to the ring on his tail, the leader gains a +2 bonus to dodge checks against ranged attacks and treats his armor score as 2 higher when taking damage from spirit arts. Also, once per day, he can create a blade of wind that will strike all enemies in Area: 5m Radius with Range: 10m from Point, dealing 2d6+3 points of damage. Armor score is effective against this wind blade; if a PC passes a check (psyche reflex + adventurer level + bonus from Spell Resistance) with a target score of 11, they can halve this damage. If one of the leader's pack is felled, the leader will use this ability on his next turn. When he uses it, the ring breaks (if he is slain before using it, the ring will still break). The leader's intelligence is changed from instinctive to low.

In general, start combat with an encounter distance of 5m. However, if the PCs attacked the lynxes' nest or started a fire, you can have the distance be 0m, with enemy and ally all mixed up.

If the PCs lure the lynxes to the watering hole, the lynxes will gain a +3 bonus to morale, since their instinctual need to defend their territory won't allow them to flee. If the PCs attacked their home, they will never make a morale check and never flee.

After the battle ends, the magic ring breaks, but its fragments can still be sold to the Adventurers Guild for 20 silver coins as research materials.



## ENDING THE ADVENTURE

Once the lynxes have been slain, the request is complete. The requester thanks the PCs, then sets for her homeland. The destination isn't too far, so if the players want to accompany the mother and her baby, they can.

A new request might be waiting for them there if they do.

However, before that, each PC will gain 1,000 experience points and 3 advancement points. Don't forget to add in the bonus experience points from the number of fate points at the adventure's end.

In addition, as a reward, each PC will obtain 15 silver coins.

Players can use these experience points and advancement points to learn new classes or skills, or they can advance those they already have. They should also go shopping to get gear and items to make them readier for even greater challenges, because their story is only just getting started!





## Chapter 6

## MONSTERS

Had any adventurer ever seen this many monsters at once? Wicked cultists had called up the forces of Chaos. Fearsome beasts, strange magical creatures, myriad evil spirits, and deformed demons stood before the party.

Undaunted, the adventurers assumed their usual formation and stared the enemy down.

Sorcerer would swiftly take aim and bind them with magic seals, while Scout would slip behind like a shadow and slit his opponents' throats. As the clear prayers of the Valkyrie's disciple rang, Fighter would lunge forward, sword raised. There was nothing they needed to fear.

An average male human fighter with no strong points was the sort of person you could find anywhere. Still, *he* was the one who was here now, and this battle would be a decisive one; if these creatures were permitted to run free, they could endanger the world.

Somewhere along the way, fights like that had become the norm.

They fought, they overcame difficulty, they accumulated experience, and they proceeded ever onward.

"Ha-ha-ha. I'm starting to lose track of which spells I've used and which I haven't!"

"My arrows don't seem to want to hit today... Guess I really am better with a blade, huh?"

"Your arrows *never* hit, remember? Actually, wait—why are you trying to act cool?"

Priest glared at Fighter, who grinned.

*I'm covered in blood, exhausted, and she still says I'm cool! Well, I'm certainly not about to lose.*

Fighter stepped on a corpse, stared down the monsters, and shouted at the top of his lungs, "Who's next?!"

The others sighed and shrugged at their companion, whose name would be famous one day, then readied their weapons.

Fearsome roars sounded from somewhere deeper in the cavern.



This section lists data for monsters, one of the main threats adventurers will face in the Four-Cornered World.

In the monster data, bonuses and penalties to things like checks, power, or initiative will be listed in an abbreviated form, such as *+1 to hit checks*.

Monsters have the following data.

- Name:** The monster's general name.
- Level:** The monster's overall strength. Levels are generally set so that PCs of the same adventurer level as the monster's level can defeat the monster without issue.
- Type:** The monster's types. There are eight types: Goblin, Giant, Creature, Spirit, Undead, Demonic, Magical Creature, and Villain.
- Intelligence:** The monster's intelligence. There are several types: Command-based, Instinctive, Low, Average, and High. A monster with Low or lower intelligence lacks the ability to respond well to situations, so as a general rule, its actions are direct, and its attack targets are random. If its intelligence is Average or higher, the GM should take whatever action seems most appropriate.

The table below lists how to find total scores whenever the monster must make general checks aside from those listed in their section. Finding this score differs, depending on intelligence.

### Check Scores Based on Monster Intelligence

Monster Intelligence	Check Score
Command-Based, Instinctive, Low	2d6 + Monster Level
Average	2d6 + (Monster Level × 2)
High	2d6 + (Monster Level × 3)

- Morale:** How much will to fight the monster has, or their obedience to orders. During combat, for the morale check performed at the end of every round, if a monster gets 13 or higher when rolling 2d6 + this morale value, it will not run. If it is 12 or less, it attempts to flee.



•**Movement:** The monster's movement speed, or how far it can move in one round. As a general rule, monsters move using legs or whatever part of its body is in contact with the ground, but if a different movement method is listed, it will move that way instead. When a monster moves hurriedly, it can travel up to twice their movement speed; at full speed, it can move up to four times it.

•**Initiative:** The monster's initiative. Any minions led by a boss can also decide to use its boss's initiative to determine its point in the turn order.

•**Life Force:** The monster's life force. When a monster's wound count reaches or exceeds their life force, it becomes unable to fight. The GM may consider disabled monsters to have died and remove them from the battlefield.

•**Spell Resistance:** The monster's total check score for spell resistance checks. When a fixed value is listed, something like  $2d6+1$ , you may use the initial value for the spell resistance check's result if you wish.

•**Attack:** How the monster attacks, the type of attacks, their hit check scores, their power, their attributes, and their ranges.

### ✦ Type

Close, Throwing, or Projectile. If it's *Close*, it can attack an enemy within the range of the weapon it's holding. For *Throwing* and *Projectile*, it can attack enemies up to *Range*.

### ✦ Check Score

The final score of the monster's hit check for the attack. Minions have fixed values that never change. For bosses, there will also be another method of determining this score (such as  $2d6+1$ ), so use this to find the check score.

### ✦ Power

The power of the monster's attack. Add bonuses from the effectiveness score of hit checks to its power to calculate its final damage. Power can have one of the following attributes: slash, pierce, or bludgeoning.



### ✦ Range

How far the monster's attack can reach. If its type is *Close*, this is the range for when the monster throws the weapon.

•**Defense:** How the monster defends itself, its dodge check score for it, and/or its block check score, block score, and durability. No monster can perform a parry.

### ✦ Dodge

The score for the monster's dodge checks. Minions use the fixed value. Bosses will have a method such as  $2d6+1$  to determine their dodge check score whenever it is the target of an attack.

### ✦ Block / Block Score

The score for the monster's block checks and the bonus to armor score granted when successful. Minions use the fixed value. Bosses will have a method such as  $2d6+1$  to determine their block check score whenever they are the target of an attack. Monsters with *None* cannot block.

•**Armor Score:** The monster's armor score. Parentheses denote the monster's main source of armor.

•**Support Effect:** The support effect a minion is able to give to its boss. When a minion grants this support effect, it cannot perform a main action (and cannot move). Its range is how far the support effect reaches. The target boss must remain within this area.

•**Special Abilities:** Any special abilities the monster has.

For monsters with [Boss] (Leadership  $n$ ), you can have this monster appear as a boss (p. 203) leading up to  $n$  minions (p. 205) of the monster's level or lower. Refer to Bosses (p. 203) for more information about bosses leading minions.

If a monster can use spells, this section will list how many spell uses it has, what spell system it's able to use, the score for its spell use checks, and any spells it can cast. Castable spells are chosen to be relatively easy to use, but the GM may change this at will. Whatever the case is, a monster must spend a main action to use a spell.



Any skills the monster knows will be listed here as well.

Some monsters will have a variety of special abilities. Of these, anywhere the check score is listed like  $2d6+n$  requires that monster (the GM) to make a check to determine its score. Because of this, any bonuses or penalties from special abilities aside from this one, spells, or the battlefield situation are applied to these checks.

If a special ability needs a check score, any targets of its effects should make whatever check is specified (usually a dodge check or resistance check of some sort), then compare check scores (p. 128). If the target wins, they successfully resist. If it doesn't say anything about what happens if the target resists in the special ability's description, the effects vanish, with the target being completely unaffected.

•**Description:** A description of the monster. For monsters with weapons, PCs may gain those weapons by spending about five minutes searching their corpse after killing them.

If they have one weapon, roll 1d6. 1 to 3 gives nothing (the weapon broke), 4 is a longsword (p. 357), 5 is a short spear (p. 361), and 6 is a war hammer (p. 365).

If they have one blunt weapon, roll 1d6 to see which. 1 to 3 gives nothing (the weapon broke), 4 is a blunt sword (p. 355), 5 is a blunt ax (p. 359), and 6 is a blunt spear (p. 361).



## GOBLINS

Goblins are the weakest monsters in the Four-Cornered World. They have the approximate intelligence and strength of a human child, live in caves, attack villages, and kidnap women to reproduce. They can mate with anyone who has words; the children will all be goblins. One or two stealing livestock from a village poses no real threat. A group of them is no challenge for a party of adventurers, so long as nothing out of the ordinary happens. Even if there are enough to attack a town, the army would make quick work of them. However, many new adventurers tend to forget they only have slightly more strength than a goblin. Groups with some intelligence may also use poison. All goblins have the skill Darkvision (Beginner).

### Goblin

Level **1**

Life Force	9	Spell Resistance	11	Type	Goblin		
Movement	15	Initiative	1d6	Intelligence	Low	Morale	4
Attack	Crude Weapon	Type	Melee	Range	10m (Throwable)		
		Check Score	12	Power/Attributes	1d3+1 p erce		
Defense	Dodge	12	Block	None	Armor Score	2 (Armor)	
Support Effect	Gives 1 boss +1 to hit checks, power, and armor score. Range: 5m						
Special Abilities	None						

A small, humanoid monster with green skin. Knavish but has no knowledge, acting on the confidence that it is the strongest.  
Holds one crude weapon.



## Goblin Archer

Level **1**

Life Force	8	Spell Resistance	11	Type	Goblin		
Movement	10	Initiative	1d6	Intelligence	Low	Morale	3

Attack	Bow	Type	Projectile	Range	30		
		Check Score	12	Power/Attributes	1d3+1 p erce		

Defense	Dodge	11	Block	None	Armor Score	2 (Armor)	
---------	-------	----	-------	------	-------------	-----------	--

Support Effect	Gives 1 boss +1 to hit checks power, and armor score. Range: 10m						
Special Abilities	[In Tiger's Skin] Gain +3 life force when giving support effect to a boss.						

A goblin carrying a bow and arrow. It can't aim very well, but this isn't a problem, since getting hit by a stray arrow is even stupider than it is.  
Holds 1d6 arrows.

## Goblin Magician

Level **2**

Life Force	10	Spell Resistance	12 (2d6+5)	Type	Goblin		
Movement	12	Initiative	2d6	Intelligence	Average	Morale	5

Attack	Crude Weapon	Type	Melee	Range	10m (Throwable)		
		Check Score	12 (2d6+5)	Power/Attributes	1d3+1 bludgeoning		

Defense	Dodge	12 (2d6+5)	Block	None	Armor Score	2 (Armor)	
---------	-------	------------	-------	------	-------------	-----------	--

Support Effect	Gives 1 boss +1 to spell use checks. Range: 5m						
Special Abilities	[Boss] (Leadership 2) [Words of True Power, 2 levels] Check score: 13 (2d6+6). Spell uses: 2, Firebolt (p. 299), Deflect Missile (p. 295).						

A goblin who has somehow learned spells. It believes that its cleverness and strength make it deserving of privilege, so it acts as horde leader.  
Holds one crude weapon.

## Hobgoblin

Level **3**

Life Force	20	Spell Resistance	13 (2d6+6)	Type	Goblin		
Movement	18	Initiative	2d6+1	Intelligence	Low	Morale	7

Attack	Maul	Type	Melee	Range	10m (Throwable)		
		Check Score	16 (2d6+9)	Power/Attributes	2d6+6 bludgeoning		

Defense	Dodge	14 (2d6+7)	Block	None	Armor Score	6 (Armor)	
---------	-------	------------	-------	------	-------------	-----------	--

Support Effect	Gives 1 boss +3 to power and armor score. Range: 5m						
Special Abilities	[Boss] (Leadership 3)						

The first portion of their name means *large* in an ancient language. Hobgoblins are goblins who have reverted to being giant. Also called "country folk" due to their name being pronounced the same in said language. Hobgoblins believe that, since they are strong, they should be respected and will go around subjugating others.  
Holds a maul (p. 365).



## Goblin Shaman

Level **4**

Life Force	18	Spell Resistance	16 (2d6+9)	Type	Goblin		
Movement	15	Initiative	2d6+2	Intelligence	Average	Morale	8

<b>Attack</b>	Staff	Type	Melee	Range	10m (Not throwable)		
		Check Score	15 (2d6+8)	Power/Attributes	1d6+4 bludgeoning		

<b>Attack</b>	Stone	Type	Throwing	Range	60m		
		Check Score	15 (2d6+8)	Power/Attributes	1d6+4 bludgeoning		

<b>Defense</b>	Dodge	14 (2d6+7)	Block	None	Armor Score	4 (Armor)	

Support Effect	Gives 1 boss +2 initiative next round. Range: 10m						
Special Abilities	<b>[Boss]</b> [Leadership 4] <b>[Spirit Arts, 3 levels]</b> Check score: 15 (2d6+8). Spell uses: 3. Stone Blast (p. 340), Firebolt (p. 299), Snare (p. 341).						

Goblins who have somehow communed with spirits. Goblin shamans believe themselves to be the strongest and most worthy because they can talk to spirits, so they act as horde leaders. Holds a sling staff (p. 365).

## Goblin Fighter

Level **5**

Life Force	26	Spell Resistance	16 (2d6+9)	Type	Goblin		
Movement	16	Initiative	2d6+1	Intelligence	Low	Morale	7

<b>Attack</b>	Large Weapon	Type	Melee	Range	None		
		Check Score	16 (2d6+9)	Power/Attributes	2d6+2 slash		

<b>Defense</b>	Dodge	15 (2d6+8)	Block	None	Armor Score	5 (Armor)	

Support Effect	Gives 1 boss +2 to hit checks and armor score. Range: 5m						
Special Abilities	<b>[Boss]</b> [Leadership 3] <b>[Mow Down]</b> Can attack any and all targets within 5m with one melee attack.						

An experienced hobgoblin with the skills to go toe to toe with a human fighter. Goblin fighters frequently believe themselves to be heroes and others to be stepping stones.



## Goblin Leader

Level **6**

Life Force	40	Spell Resistance	16 (2d6+9)	Type	Goblin		
Movement	20	Initiative	2d6+1	Intelligence	Average	Morale	5

Attack	Weapon	Type	Melee	Range	10m (Throwable)		
		Check Score	19 (2d6+12)	Power/Attributes	3d6 slash		

Defense	Dodge	17 (2d6+10)	Block	None	Armor Score	6 (Armor)	

Support Effect	Gives 1 boss +2 to hit checks, power, and armor. Range: 5m						
----------------	--	--	--	--	--	--	--

Special Abilities	<b>[Boss]</b> (Leadership 5)						
	<b>[Double Action]</b> Can perform 2 close-combat attacks in one round, or 1 close-combat attack and Encourage.						
	<b>[Encourage]</b> Uses a main act on. For one round, all goblin monsters within 5m of the user gain +2 to hit checks and power						

Slightly smarter goblins. Goblin leaders can command hordes easily, but the threat of being overthrown is ever present. Of course, each one is baselessly convinced it's the one who will be able to do things best. Holds one weapon.

## Goblin Chief

Level **7**

Life Force	50	Spell Resistance	20 (2d6+13)	Type	Goblin		
Movement	24	Initiative	2d6+2	Intelligence	High	Morale	5

Attack	Weapon	Type	Melee	Range	10m (Throwable)		
		Check Score	20 (2d6+13)	Power/Attributes	3d6+3 slash		

Defense	Dodge	17 (2d6+10)	Block	None	Armor Score	5 (Armor)	

Support Effect	Gives 1 boss +3 to hit checks. Range: 5m						
----------------	--	--	--	--	--	--	--

Special Abilities	<b>[Boss]</b> (Leadership 6)						
	<b>[Kingly Majesty]</b> All minions this monster leads gain +3 to armor score.						
	<b>[Spirit Arts, 6 levels]</b> Check score: 18 (2d6+11). Spell uses: 3. Power Ball (p. 345), Stone Blast (p. 340), Firebolt (p. 299), Fear (p. 347), Snare (p. 341), Bind (p. 349).						

A goblin who is adept at the spirit arts. Goblin chiefs are convinced they're kings but don't realize they're still weaker than lions. They believe their ability to employ spirits makes them the best and most worthy, so they command hordes.



## GIANTS

Powerful beings created as pieces in the gods' war games during the era of myth. Many of those in the Four-Cornered World are descended from them, and calling a primal giant to this game board requires the use of a special ritual (conversion). Normally, they inhabit remote places far from human settlement, and while there are peaceful individuals, the appearance of a violent one will make situations incredibly dangerous. In the historical annals, there are several tales of kingdoms destroyed by the Giant King.

### Troll

Level **5**

Life Force	30	Spell Resistance	18 (2d6+11)	Type	Giant		
Movement	15	Initiative	2d6	Intelligence	Average	Morale	10

Attack	Weapon	Type	Melee	Range	10m (Throwable)		
		Check Score	17 (2d6+10)	Power/Attributes	1d6+5 slash		

Attack	Punch	Type	Melee	Range	None		
		Check Score	16 (2d6+9)	Power/Attributes	2d6 bludgeoning		

Defense	Dodge	14 (2d6+7)	Block	None	Armor Score	4 (Armor)	
---------	-------	------------	-------	------	-------------	-----------	--

Support Effect	Gives 1 boss +5 to power. Range: 5m						
Special Abilities	<b>[Boss]</b> (Leadership 5) <b>[Double Action]</b> Can perform 2 close-combat attacks in one round. Can be used to attack the same target twice or 2 different targets once each. <b>[Massive]</b> Treat this monster's reach and possible movement obstruction range as 10m. <b>[Regenerate]</b> At the end of each round, recover 5 wounds						

A giant humanoid monster with a body at least two meters tall. Has excellent physical strength and endurance and eats humans. Seems to frequently burrow into tunnels. Holds one weapon.



## Yeti

Level **6**

Life Force	55	Spell Resistance	17 (2d6+10)	Type	Giant		
Movement	25	Initiative	2d6	Intelligence	Average	Morale	6

Attack	Punch	Type	Melee	Range	None		
		Check Score	19 (2d6+12)	Power/Attributes	3d6+1 bludgeoning		

Defense	Dodge	16 (2d6+9)	Block	None	Armor Score	4 (Fur)	

Support Effect	Gives 1 boss +2 to hit checks and dodge checks. Range: 5m						
----------------	---	--	--	--	--	--	--

Special Abilities	<b>[Boss]</b> [Leadership 2]						
	<b>[Massive]</b> Treat this monster's reach and possible movement obstruction range as 10m.						
	<b>[Regenerate]</b> At the end of each round, recover 6 wounds.						
	<b>[Snowfield Affinity]</b> This monster doesn't take movement restrictions or suffer other negative effects for remaining in snowfields						

A giant covered in white fur who lives in the snowy mountains and glaciers of the north. Yetis are generally easygoing, but they have a different ethical perspective from people, whom they may eat without a second thought.

## Ogre Mage

Level **6**

Life Force	44	Spell Resistance	18 (2d6+11)	Type	Giant		
Movement	18	Initiative	2d6	Intelligence	High	Morale	7

Attack	Garnet Staff	Type	Melee	Range	10m (Not throwable)		
		Check Score	18 (2d6+11)	Power/Attributes	2d6+4 bludgeoning		

Defense	Dodge	15 (2d6+9)	Block	None	Armor Score	5 (Armor)	

Support Effect	Gives 1 boss +2 spell uses. Range: 10m						
----------------	--	--	--	--	--	--	--

Special Abilities	<b>[Boss]</b> [Leadership 3]						
	<b>[Words of True Power, 5 levels]</b> Check score: 18 (2d6+11). Spell uses: 2. Firebolt (p. 299), Fireball (p. 298), Enchant Weapon (p. 284), Counterspell (p. 285), Panic (p. 296)						
	<b>[Massive]</b> Treat this monster's reach and possible movement obstruction range as 10m.						
	<b>[Regenerate]</b> At the end of each round, recover 6 wounds						

An ogre who has awakened to magic. Some sport vivid colors like red or blue, and in faraway lands, they are sometimes called "oni."  
Holds a garnet staff (p. 366).



# Ogre

Level

7

Life Force	55	Spell Resistance	18 (2d6+11)	Type	Giant		
Movement	18	Initiative	2d6	Intelligence	Average	Morale	Giant

Attack	Giant Weapon	Type	Melee	Range	10m (throwable)		
		Check Score	19 (2d6+12)	Power/Attributes	4d6+1 slash/pierce		

Defense	Dodge	17 (2d6+10)	Block	None	Armor Score	8 (Armor)	

Support Effect	Gives 1 boss +3 to hit checks, power, and armor score. Range: 5m						
----------------	--	--	--	--	--	--	--

Special Abilities	<b>[Boss]</b> (Leadership 3)						
	<b>[Massive]</b> Treat this monster's reach and possible movement obstruction range as 10m.						
	<b>[Regenerate]</b> At the end of each round, recover 7 wounds.						
	<b>[Knock Away]</b> Check score: 18 (2d6+11). If this monster lands an attack with a giant weapon, the target makes a strength resistance (strength reflex) check. If the target fails this check, they are forced to move 2d6+5 meters away and become prone. The GM may decide what direction the target is moved in.						

A giant humanoid monster close to 5m tall with sharp horns and fangs. High y intelligent and not to be underestimated.  
Holds one weapon.

# Ogre General

Level

8

Life Force	65	Spell Resistance	20 (2d6+13)	Type	Giant		
Movement	25	Initiative	2d6	Intelligence	High	Morale	7

Attack	Giant Weapon	Type	Melee	Range	10m (throwable)		
		Check Score	20 (2d6+13)	Power/Attributes	4d6+2 slash		

Defense	Dodge	19 (2d6+12)	Block	None	Armor Score	9 (Armor)	

Support Effect	Gives 1 boss +3 to hit checks and +1d6 to power. Range: 5m						
----------------	--	--	--	--	--	--	--

Special Abilities	<b>[Boss]</b> (Leadership 5)						
	<b>[Massive]</b> Treat this monster's reach and possible movement obstruction range as 10m.						
	<b>[Encourage]</b> Uses a main act on. For one round, all monsters of type Giant within 5m of the user gain +2 to hit checks and power.						
	<b>[Regenerate]</b> At the end of each round, recover 8 wounds. <b>[Words of True Power, 6 levels]</b> Check score: 19 (2d6+12) Spell uses: 3. Firebolt (p. 299), Fireball (p. 298), Enchant Weapon (p. 284), Counterspell (p. 285), Haste (p. 303), Panic (p. 296). <b>[Knock Away]</b> Check score: 20 (2d6+13) If this monster lands an attack with a giant weapon, the target makes a strength resistance (strength reflex) check. If the target fails this check, they are forced to move 2d6+5 meters away and become prone. The GM may decide what direction the target is moved in.						

An ogre recognized by others of its kind for its skill and given command of an army of Chaos. Those who fight one are appropriately called heroes.  
Holds one weapon.



# Hecatoncheir

Level **10**

Life Force	110	Spell Resistance	24 (2d6+17)	Type	Giant		
Movement	30	Initiative	2d6+3	Intelligence	Low	Morale	6

<b>Attack</b>	Club	Type	Close	Range	10m (throwable)		
		Check Score	27 (2d6+20)	Power/Attributes	7d6+2 bludgeoning		

<b>Attack</b>	Sword	Type	Close	Range	None		
		Check Score	26 (2d6+19)	Power/Attributes	5d6+9 slash		

<b>Attack</b>	Spear	Type	Close	Range	None		
		Check Score	25 (2d6+18)	Power/Attributes	3d6+16 pierce		

<b>Attack</b>	Bow	Type	Projectile	Range	60m		
		Check Score	26 (2d6+19)	Power/Attributes	6d6+5 pierce		

<b>Defense</b>	Dodge	25 (2d6+18)	Block / Block Score	27 (2d6+20) / +5	Armor Score	12 (Armor)	

<b>Support Effect</b>	Gives 1 boss +4 to hit checks and power and gives it 1 additional action. Range: 5m						
-----------------------	---	--	--	--	--	--	--

<b>Special Abilities</b>	<p><b>[Boss]</b> [Leadership 3]</p> <p><b>[Quadruple Action]</b> This monster can perform a close-combat attack with each one of its weapons on a single turn. Can be used to attack the same target four times, or split the four attacks up among different targets at will</p> <p><b>[Massive]</b> Treat this monster's reach and possible movement obstruction range as 10m.</p> <p><b>[Regenerate]</b> At the end of each round, recover 10 wounds.</p>						
--------------------------	--	--	--	--	--	--	--

One of the primal giants who fought on battlefields during the Age of the Gods. Though its name implies it has one hundred hands, this is metaphoric. Still, it does have a seemingly endless supply of them, each one invested with divine power. This hecatoncheir has not completely manifested yet, so now is the perfect chance to kill it

Holds a longsword (p. 357), long spear (p. 362), heavy bow (p. 375), and 2d6 arrows.



## CREATURES

The Unpraying Ones aren't the only threatening beings in the Four-Cornered World. The multifarious beasts living on plains and mountains can be even more of an immediate threat than the Unpraying for those living there. The same goes for the adventurers who travel to those places, too, of course. Unless otherwise specified, all creatures have Darkvision (Beginner).

### Giant Rat

Level **1**

Life Force	9	Spell Resistance	8	Type	Creature		
Movement	25	Initiative	1d6	Intelligence	Instinctive	Morale	4

Attack	Fangs	Type	Close	Range	None		
		Check Score	12	Power/Attributes	1d6-1 slash		

Defense	Dodge	9	Block	None	Armor Score	2 (Fur)	

Support Effect	Gives 1 boss +1 to hit checks and power. Range: 5m						
Special Abilities	<p><b>[Pack]</b> Treat one ally as a boss, who can be given a support effect. The ally doesn't have to be a giant rat.</p> <p><b>[Skill: Darkvision (Expert)]</b></p> <p><b>[Rat Poison]</b> Check score: 12 (2d6+5). Any character who takes at least 1 point of damage from this enemy's fangs must make a strength resistance check (strength reflex) with a target score of 12. If they fail, they take on the rat poison and suffer 1 point of fatigue. Every hour, they must make a strength resistance check (strength endurance) with a target score of 12, suffering 1 point of fatigue for failing. However, if they pass, they fight off the rat poison and don't take any more fatigue. This effect is treated as having the poison attribute</p>						

A giant rat is usually around 50cm long but can grow up to 1m. Since they mainly live in sewers, they are extremely unclean and are a source of disease. When left alone, they will climb aboveground night after night, biting and killing children and the elderly before eating them



## Slime

Level **1**

Life Force	20	Spell Resistance	10	Type	Creature		
Movement	5	Initiative	1d6-1	Intelligence	Instinctive	Morale	8

Attack	None	Type	—	Range	—		
		Check Score	—	Power/Attributes	—		

Defense	Dodge	7	Block	None	Armor Score	0 (Film)	

Support Effect	Gives 1 boss +1 to hit checks. Range: 5m						
Special Abilities	<p><b>[Absorb]</b> Check score: 11 (2d6+4). Use as a main action. One target within 5m must make a dodge check (technique reflex). If they fail, they are absorbed, taking 1d6 points of damage at the end of each round and recovering 1d6 wounds to the slime. This damage cannot be reduced by armor score. This absorption will continue automatically, and the target must make an escape check (strength focus) on their own turn to break out. While absorbed, neither the target nor the slime can move. A slime cannot absorb more than one target at a time.</p> <p><b>[Await]</b> Check score: 10 (2d6+3). Stick to a wall or the ceiling and launch a surprise attack. If the target fails a sixth sense check (intelligence reflex), they will be targeted for Absorb right before the battle begins and take a -4 to their dodge check against it.</p> <p><b>[Soft Body]</b> Gain +3 armor score against bludgeoning damage.</p> <p><b>[Spell-Resistant Armor]</b> Gain +3 armor score against spell-based damage.</p>						

A giant slithering hunk of slime. Said to have been the result of ancient sorcerers' failed summons. They move slowly but can drop from the ceiling, plaster themselves to their prey's face, and choke them to death. They come in many colors, mainly blue and white; the ones said to have appeared in the Dungeon of the Dead were light pink, reminiscent of flesh and blood.

## Killer Bee

Level **1**

Life Force	6	Spell Resistance	10	Type	Creature		
Movement	20 (Flying)	Initiative	1d6	Intelligence	Instinctive	Morale	5

Attack	Jaws	Type	Close	Range	None		
		Check Score	10	Power/Attributes	1d6 pierce		

Defense	Dodge	11	Block	None	Armor Score	1 (Skin)	

Support Effect	Gives 1 boss +1 to power. Range: 5m						
Special Abilities	<p><b>[Pack]</b> Treat one ally as a boss, who can be given a support effect. The ally doesn't have to be a killer bee.</p> <p><b>[Flying]</b> Ignores movement obstructions from characters without Flying.</p> <p><b>[Poison Sting]</b> Check score: 10 (2d6+3). Use as a main action. Stabs 1 target within 5m with stinger. The target makes a strength resistance check (strength reflex), which, if failed, deals 5 points of immediate damage and causes 1 point of fatigue. This effect is treated as having the poison attribute, and its damage cannot be reduced by armor score.</p>						

A giant bee around 30cm long. It attacks with its sharp fangs and its poison stinger. Hunters after the honey stored in their hives will disturb the swarm, and scores of excited giant bees have been known to descend upon villages and livestock.



# Roper

Level

1

Life Force	15	Spell Resistance	12	Type	Creature		
Movement	12	Initiative	1d6-1	Intelligence	Instinctive	Morale	6

Attack	Tentacle	Type	Close	Range	None		
		Check Score	11	Power/Attributes	3d3 bludgeoning		

Defense	Dodge	10	Block	None	Armor Score	0 (Skin)	

Support Effect	Gives 1 boss +1 to dodge checks. Range: 5m						
Special Abilities	<p><b>[Roundabout Attack]</b> Attacks using tentacles that are unaffected by Parry and apply a -4 penalty to block checks.</p> <p><b>[Strangle]</b> Check score: 11 (2d6+4). Use as a main action. One target in reach makes a dodge check (technique reflex). If the target fails, they are coiled and take 1d6+1 points of damage at the end of every round. This coiling persists automatically, and the target must pass an escape check (strength focus) to get out of its grip. During this time, neither the target nor the roper can move. The roper can only bind one target at a time.</p> <p><b>[Swallow Whole]</b> Check score: 12 (2d6+5). A target hit by a tentacle attack makes a strength resistance check (strength reflex). If the target fails, they are swallowed, and at the end of the round, they take 1d6 points of damage and recovering 1d6 wounds to the roper. This damage cannot be reduced by armor score. Swallow Whole persists automatically, and the target must pass an escape check (strength focus) to get out of it. During this time, neither the target nor the roper can move. The roper can only swallow one target at a time. Swallow Whole can only be used when this roper is being treated as a boss via Pack's effect.</p> <p><b>[Pack]</b> Treat one ally as a boss, who can be given a support effect. The ally must be a roper.</p> <p><b>[Crowding Tentacles]</b> A roper treated as a boss via Pack's effect receives a bonus to the check score and damage dealt by Strangle equal to the number of monsters providing this roper with a support effect.</p>						

Tentacles in the shape of ropes or ivy. Alone, they will coil around a target, but in a group, they writhe around like a single creature, strangle their prey, and swallow them whole.



## Giant Roach

Level **2**

Life Force	10	Spell Resistance	9	Type	Creature		
Movement	20	Initiative	1d6	Intelligence	Instinctive	Morale	5

Attack	Gnaw	Type	Close	Range	None		
		Check Score	13	Power/Attributes	1d6 slash		

Defense	Dodge	9	Block	None	Armor Score	4 (Carapace)	

Support Effect	Gives 1 boss +1 to hit checks and +2 to power. Range: 5m						
Special Abilities	<p><b>[Pack]</b> Treat one ally as a boss, who can be given a support effect. The ally doesn't have to be a giant roach.</p> <p><b>[Skill: Darkvision (Expert)]</b></p> <p><b>[Virus]</b> Check score: 13 (2d6+6). A character who kills a giant roach with a melee attack must make a strength resistance check (strength reflex) with a target score of 13. If the character fails, they are affected by the virus and suffer 1 point of fatigue. Every hour, they must make a strength resistance check (strength endurance) with a target score of 13, and if they fail, they suffer 1 point of fatigue. If they pass the check, they recover from the virus and stop suffering fatigue from it. This effect is treated as having the poison attribute.</p>						

A huge, flat roach over 50cm long. Mainly lurking in sewers, it is an unclean being that eats garbage, but sometimes, they inhabit outdoor areas such as forests. Omnivorous, they will eat anything, and they're persistent.

## Wolf

Level **2**

Life Force	16	Spell Resistance	12	Type	Creature		
Movement	30	Initiative	1d6	Intelligence	Instinctive	Morale	5

Attack	Fangs	Type	Close	Range	None		
		Check Score	13	Power/Attributes	1d6+1 pierce		

Defense	Dodge	14	Block	None	Armor Score	3 (Fur)	

Support Effect	Gives 1 boss +1 to hit checks and power, and +1 to their next round's initiative. Range: 10m						
Special Abilities	<b>[Pack]</b> Treat one ally as a boss, who can be given a support effect. The ally doesn't have to be a wolf.						

Wolves that live on the prairies. Aren't usually aggressive toward people, but those who have learned to hunt people are the definition of threatening. There's a famous bard song that tells of the tailless wolf king that took over an entire town and the royal guardsman who gave his life to slay it and free everyone.



## Deer

Level **2**

Life Force	15	Spell Resistance	12	Type	Creature		
Movement	18	Initiative	1d6	Intelligence	Instinctive	Morale	4

<b>Attack</b>	Antlers	Type	Close	Range	None		
		Check Score	12	Power/Attributes	1d6+2 bludgeoning		

<b>Defense</b>	Dodge	12	Block	None	Armor Score	2 (Fur)	

Support Effect	Gives 1 boss +1 to power and +2 to armor score. Range: 5m						
Special Abilities	<b>[Pack]</b> Treat one ally as a boss, who can be given a support effect. The ally doesn't have to be a deer. <b>[Shield Knock]</b> Check score: 12 (2d6+5). When a target of an antler attack performs a block, they make a strength resistance check (strength reflex). If they fail, their shield falls to the ground.						

Deer that live in the forests. Frequently looked upon as sacred creatures. Elves will sometimes use them as mounts. Though they don't have fangs, they do possess powerful jaws and antlers that can deliver strong jabs. Some adventurers fear the sounds of their hooves.

## Bump Beetle

Level **2**

Life Force	14	Spell Resistance	12	Type	Creature		
Movement	16 (Flying)	Initiative	1d6	Intelligence	Instinctive	Morale	5

<b>Attack</b>	Horns	Type	Close	Range	None		
		Check Score	13	Power/Attributes	1d6+1 bludgeoning		

<b>Defense</b>	Dodge	12	Block	None	Armor Score	3 (Carapace)	

Support Effect	Gives 1 boss +3 to movement speed. Range: 5m						
Special Abilities	<b>[Flying]</b> Ignores movement obstructions from characters without Flying.						

A beetle with giant horns and jaws. Normally drinks honey. Once it attacks, it will send others flying with its horns, then snap them in two between its jaws.



## Red Slime

Level **2**

Life Force	28	Spell Resistance	12	Type	Creature		
Movement	5	Initiative	1d6-1	Intelligence	Instinctive	Morale	8

Attack	None	Type	—	Range	—		
		Check Score	—	Power/Attributes	—		

Defense	Dodge	8	Block	None	Armor Score	0 (Film)	
---------	-------	---	-------	------	-------------	----------	--

Support Effect	Gives 1 boss +1 to hit checks. Range: 5m						
----------------	--	--	--	--	--	--	--

Special Abilities	<p><b>[Spirit Arts, 2 levels]</b> Check score: 13 (2d6+6). Spell uses: 2. Thunderbolt (p. 340), Bind (p. 349).</p> <p><b>[Await]</b> Check score: 10 (2d6+3). Stick to a wall or the ceiling and launch a surprise attack. If the target fails a sixth sense check (intelligence reflex), the Red Slime may cast a spell on them before the battle begins.</p> <p><b>[Soft Body]</b> Gain +3 armor score against bludgeoning damage.</p> <p><b>[Spell-Resistant Armor]</b> Gain +3 armor score against spell-based damage.</p>						
-------------------	--	--	--	--	--	--	--

A lump of fluid with a vivid-red coloration. Despite its lack of intelligence, it has the fearsome ability to use spells. It's said its coloring and mana come from the wretched sorcerers who were sacrificed to make it—or rather, their flesh, blood, and brains.

## Worm

Level **2**

Life Force	20	Spell Resistance	13	Type	Creature		
Movement	8	Initiative	1d6	Intelligence	Instinctive	Morale	6

Attack	Fangs	Type	Close	Range	None		
		Check Score	12	Power/Attributes	1d6 pierce		

Defense	Dodge	11	Block	None	Armor Score	1 (Skin)	
---------	-------	----	-------	------	-------------	----------	--

Support Effect	Gives 1 boss +2 to hit checks. Range: 5m						
----------------	--	--	--	--	--	--	--

Special Abilities	<p><b>[Roundabout Attack]</b> Attacks using fangs that are unaffected by Parry and apply a -4 penalty to block checks.</p> <p><b>[Strangle]</b> Check score: 12 (2d6+5). Use as a main action. One target in reach makes a dodge check (technique reflex). If the target fails, they are coiled and take 1d6+2 points of damage at the end of every round. This coiling persists automatically, and the target must pass an escape check (strength focus) to get out of its grasp. During this time, neither the target nor the worm can move. The worm can only bind one target at a time. The worm cannot use Swallow Whole while using Strangle.</p> <p><b>[Swallow Whole]</b> Check score: 13 (2d6+6). A target hit by a fang attack makes a strength resistance check (strength reflex). If the target fails, they are swallowed, and at the end of the round, they take 1d6 points of damage and recovering 1d6 wounds to the worm. This damage cannot be reduced by armor score. Swallow Whole persists automatically, and the target must pass an escape check (strength focus) to get out of it. During this time, neither the target nor the worm can move. The worm can only swallow one target at a time. The worm cannot use Strangle while using Swallow Whole.</p>						
-------------------	---	--	--	--	--	--	--

A giant tube-shaped creature that resembles an earthworm or a maggot. Appears out of cave ceilings or the ground, then swallows and/or strangles its prey. Covered in a layer of viscous fluid, it is more nimble than its appearance lets on.



## Green Slime

Level **3**

Life Force	36	Spell Resistance	14	Type	Creature		
Movement	5	Initiative	1d6-1	Intelligence	Instinctive	Morale	8

Attack	None	Type	—	Range	—		
		Check Score	—	Power/Attributes	—		

Defense	Dodge	9	Block	None	Armor Score	0 (Film)	
---------	-------	---	-------	------	-------------	----------	--

Support Effect	Gives 1 boss +2 to hit checks. Range: 5m						
Special Abilities	<p><b>[Poison Breath]</b> Check score: 14 (2d6+7). Range: 5m. Use as a main action. 1 target, chosen at will, who fails a strength resistance check (strength reflex) takes 2d6 points of damage from poison. This damage cannot be reduced by armor score.</p> <p><b>[Absorb]</b> Check score: 13 (2d6+6). Use as a main action. One target within 5m must make a dodge check (technique reflex). If they fail, they are absorbed, taking 1d6 points of damage at the end of each round and recovering 1d6 wounds to the slime. This damage cannot be reduced by armor score. This absorption will continue automatically, and the target must make an escape check (strength focus) on their own turn to break out. While absorbed, neither the target nor the slime can move. A slime cannot absorb more than one target at a time.</p> <p><b>[Await]</b> Check score: 10 (2d6+3). Stick to a wall or the ceiling and launch a surprise attack. If the target fails a sixth sense check (intelligence reflex), they will be targeted for Absorb right before the battle begins and take a -4 to their dodge check against it.</p> <p><b>[Soft Body]</b> Gain +3 armor score against bludgeoning damage.</p> <p><b>[Spell-Resistant Armor]</b> Gain +3 armor score against spell-based damage.</p> <p><b>[Poisonous]</b> Immune to all poison attribute damage and effects.</p>						

A lump of fluid with a bright-green coloration. Whatever it ate, it led to a buildup of poisonous matter inside its body. A fearsome creature that uses the poison instinctually to weaken its prey, then devour them.

## Lynx

Level **3**

Life Force	18	Spell Resistance	12	Type	Creature		
Movement	30	Initiative	1d6+1	Intelligence	Instinctive	Morale	6

Attack	Fangs	Type	Melee	Range	None		
		Check Score	14	Power/Attributes	1d6+2 pierce		

Defense	Dodge	15	Block	None	Armor Score	4 (Fur)	
---------	-------	----	-------	------	-------------	---------	--

Support Effect	Gives 1 boss +1 to hit checks and power, and +1 to its initiative next round. Range: 10m						
Special Abilities	<b>[Pack]</b> Treat one ally as a boss, who can be given a support effect. The ally must be a lynx.						

A huge feline beast that lives in mountainous areas. Possessing sharp claws and fangs and stealth abilities, it will pounce from the tops of trees. Some opine that it is a type of leopard, not a lion.



## Cockatrice

Level **3**

Life Force	18	Spell Resistance	13	Type	Creature		
Movement	10	Initiative	1d6	Intelligence	Instinctive	Morale	6

Attack	Beak	Type	Close	Range	None		
		Check Score	14	Power/Attributes	1d6+3 pierce		

Defense	Dodge	13	Block	None	Armor Score	3 (Fur)	

Support Effect	Gives 1 boss +1 to spell use checks. Range: 5m						
----------------	--	--	--	--	--	--	--

Special Abilities	<p><b>[Nullify Petrification]</b> No matter what effects this monster receives, it will never be petrified.</p> <p><b>[Petrifying Beak]</b> Check score: 14 (2d6+7). When a target is hit by a beak attack, they make a strength resistance check (strength reflex). If they fail, they immediately roll 1d6. They permanently lose 1 point of strength on a 1 through 3 result, and 1 point of technique on a 4 through 6 result. If either strength or technique is lowered to 0 by this effect, the target is petrified. This effect is treated as having the poison attribute. If the ability score to be decreased is already 0, it doesn't drop any further, and the target is petrified.</p>						
-------------------	---	--	--	--	--	--	--

A chicken with a snake's tail, or a snake with a chicken's body. It's not clear which is the main part of it. Both its fangs contain a petrifying poison. Being bitten by one will slowly petrify a target, starting with their extremities.

## Giant Boar

Level **3**

Life Force	22	Spell Resistance	12	Type	Creature		
Movement	22	Initiative	1d6	Intelligence	Instinctive	Morale	6

Attack	Charge	Type	Close	Range	None		
		Check Score	15	Power/Attributes	2d6 bludgeoning		

Defense	Dodge	12	Block	None	Armor Score	3 (Fur)	

Support Effect	Gives 1 boss +2 to hit checks and +2 to its initiative on the next round. Range: 5m						
----------------	---	--	--	--	--	--	--

Special Abilities	<p><b>[Knock Down]</b> Check score: 15 (2d6+8). A target hit by a charge attack makes a strength resistance check (strength reflex). If a target fails, they fall prone.</p>						
-------------------	--	--	--	--	--	--	--

An enormous boar. Ferocious, with fangs the length of a human's thighs, they have been slaughtered by heroes since ancient times. Dwarven armies will actually train them and use them as mounts.



## Giant Mantis

Level **3**

Life Force	20	Spell Resistance	13	Type	Creature		
Movement	14	Initiative	1d6	Intelligence	Instinctive	Morale	5

Attack	Sickle	Type	Close	Range	None		
		Check Score	13	Power/Attributes	1d6+2 slash		

Defense	Dodge	13	Block / Block Score	15 / +2	Armor Score	3 (Carapace)	

Support Effect	Gives 1 boss +2 to hit checks and power. Range: 5m						
Special Abilities	<p><b>[Roundabout Attack]</b> Attacks using sickles that are unaffected by Parry and apply a -4 penalty to block checks.</p> <p><b>[Clumsy]</b> After blocking, this monster cannot use the effects of Roundabout Attack until the next round. After using Roundabout Attack, this monster cannot block until the next round.</p>						

A giant praying mantis about two or three meters tall. It is a fearsome enough monster that monks have learned to imitate their movements, and many an adventurer who underestimated one has been killed and eaten.

## Python

Level **3**

Life Force	24	Spell Resistance	13	Type	Creature		
Movement	10	Initiative	1d6	Intelligence	Instinctive	Morale	6

Attack	Fangs	Type	Close	Range	None		
		Check Score	14	Power/Attributes	3d3 slash		

Defense	Dodge	13	Block	None	Armor Score	2 (Skin)	

Support Effect	Gives 1 boss +3 to power. Range: 5m						
Special Abilities	<p><b>[Strangle]</b> Check score: 14 (2d6+7). Use as a main action. One target in reach makes a dodge check (technique reflex). If the target fails, they are coiled and take 3d6 points of damage at the end of every round. This coiling persists automatically, and the target must pass an escape check (strength focus) to get out of its grip. During this time, neither the target nor the python can move. The python can only bind one target at a time. The python cannot use Swallow Whole while using Strangle.</p> <p><b>[Swallow Whole]</b> Check score: 13 (2d6+6). A target hit by a fang attack makes a strength resistance check (strength reflex). If the target fails, they are swallowed, and at the end of the round, they take 1d6 points of damage and recovering 1d6 wounds to the python. This damage cannot be reduced by armor score. Swallow Whole persists automatically, and the target must pass an escape check (strength focus) to get out of it. During this time, neither the target nor the python can move. The python can only swallow one target at a time. The python cannot use Strangle while using Swallow Whole.</p>						

A huge, thick snake over ten meters long. It coils around its targets, squeezes the life out of them, and breaks their bones before swallowing them whole.



## Swarm

Level **3**

Life Force	10	Spell Resistance	13	Type	Creature		
Movement	20 (Flying)	Initiative	1d6+1	Intelligence	Instinctive	Morale	4

Attack	Ram	Type	Close	Range	None		
		Check Score	15	Power/Attributes	2d6 bludgeoning		

Defense	Dodge	0	Block	None	Armor Score	0 (Carapace)	

Support Effect	Gives 1 boss +1 to hit checks and dodge checks Range: 10m						
Special Abilities	<p><b>[Copious]</b> This monster is unaffected by any kind of movement obstructions.</p> <p><b>[Massive]</b> Treat this monster's reach and possible movement obstruction range as 10m.</p> <p><b>[Outnumbering]</b> All damage done to this monster is reduced to 1.</p> <p><b>[Flying]</b> Ignores movement obstructions from characters without Flying.</p>						

A unified, tornado-like swarm of carnivorous, winged insects, beetles, etc. Those allied with Chaos will call them forth and have them attack targets. They tear their unfortunate prey to shreds.

## Warg

Level **4**

Life Force	26	Spell Resistance	13	Type	Creature		
Movement	35	Initiative	1d6+2	Intelligence	Instinctive	Morale	8

Attack	Fangs	Type	Close	Range	None		
		Check Score	17	Power/Attributes	2d6+1 pierce		

Defense	Dodge	16	Block	None	Armor Score	4 (Fur)	

Support Effect	Gives 1 boss +1 to hit checks and power, and +1 to its initiative next round. Range: 10m						
Special Abilities	<p><b>[Pack]</b> Treat one ally as a boss, who can be given a support effect. The ally doesn't have to be a warg.</p> <p><b>[Knock Down]</b> Check score: 15 (2d6+8). A target hit by a fang attack makes a strength resistance check (strength reflex). If a target fails, they fall prone.</p>						

Huge, demonic dogs over two meters long. They are apparently minions of Chaos. Goblins sometimes use them as mounts or as emergency food.



## Wyrmling Dragon

Level

4

Life Force	30	Spell Resistance	16	Type	Creature		
Movement	15	Initiative	1d6	Intelligence	Instinctive	Morale	5

Attack	Fangs	Type	Close	Range	None		
		Check Score	16	Power/Attributes	2d6 slash		

Defense	Dodge	15	Block	None	Armor Score	3 (Scales)	

Support Effect	Gives 1 boss +2 to hit checks and power. Range: 5m						
Special Abilities	<p><b>[Flame Breath]</b> Check score: 15 (2d6+8). Range: 5m. Use as a main action. One target, chosen at will, who fails a strength resistance check (strength reflex) takes 3d6 points of damage from flames. If the target passes the check, this damage is halved.</p> <p><b>[Dragon Scales]</b> Gain +4 armor score against spell-based damage.</p>						

A newborn fire dragon is still plenty dangerous for adventurers, and mistaking one for a variety of wyrm will land you in dire straits.

## Rock Eater

Level

4

Life Force	33	Spell Resistance	14 (2d6+7)	Type	Creature		
Movement	10	Initiative	1d6	Intelligence	Instinctive	Morale	6

Attack	Large Jaws	Type	Close	Range	None		
		Check Score	16	Power/Attributes	1d6+5 slash		

Defense	Dodge	14	Block	None	Armor Score	4 (Carapace)	

Support Effect	Gives 1 boss +2 to power and armor score. Range: 5m						
Special Abilities	<p><b>[Double Action]</b> Can perform 2 attacks in 1 round. Can be used to attack the same target twice or 2 different targets once each.</p> <p><b>[Chomp]</b> If a target successfully blocks or parries an attack from large jaws, roll 1d6. If the result is 1 or 2, the weapon or shield used is broken and lost.</p> <p><b>[Underground Movement]</b> When the ground is dirt, this monster isn't affected by movement obstructions.</p>						

A strange insect that lives underground. Looks like a mix between a giant centipede and an earthworm. It will devour anything in its path without a second thought, boulder, beast, and man alike. Sometimes appears with slimes and blobs.



## Giant Vulture

Level **5**

Life Force	31	Spell Resistance	13 (2d6+6)	Type	Creature		
Movement	50 (Flying)	Initiative	2d6+1	Intelligence	Instinctive	Morale	7

Attack	Talons	Type	Close	Range	None		
		Check Score	18 (2d6+11)	Power/Attributes	2d6 slash		

Defense	Dodge	18 (2d6+11)	Block	None	Armor Score	5 (Down)	

Support Effect	Gives 1 boss +2 to hit checks and power, and +2 to their initiative next round. Range: 10m						
Special Abilities	<b>[Boss]</b> (Leadership 5) <b>[Flying]</b> Ignores movement obstructions from characters without Flying.						

A huge type of raptor whose wingspan can range anywhere from 2m to 8m long. Sometimes also called a silverbird. For them, people and carriages are perfect prey.

## Basilisk

Level **5**

Life Force	34	Spell Resistance	18	Type	Creature		
Movement	15	Initiative	1d6	Intelligence	Instinctive	Morale	6

Attack	Fangs	Type	Close	Range	None		
		Check Score	17 (2d6+11)	Power/Attributes	2d6 pierce		

Defense	Dodge	16	Block	None	Armor Score	4 (Skin)	

Support Effect	Gives 1 boss +2 to hit checks and spell use checks. Range: 5m						
Special Abilities	<b>[Nullify Petrification]</b> No matter what effects this monster receives, it will never be petrified <b>[Petrifying Fangs]</b> Check score: 16 (2d6+9). When a target is hit by a fang attack, they make a strength resistance check (strength reflex). If they fail, they immediately roll 1d6. They permanently lose 1 point of strength on a 1 through 3 result, and 1 point of technique on a 4 through 6 result. If either strength or technique is lowered to 0 by this effect, the target is petrified. This effect is treated as having the poison attribute. If the ability score to be decreased is already 0, it doesn't drop any further, and the target is petrified. <b>[Serpent King]</b> Any snakes or snakelike creatures (determined by the GM) within 30m of this monster will act according to this monster's will, no matter their size or level. Like monsters with Pack, the basilisk can receive support effects as a boss from them. This does not affect other basilisks.						

A giant, poisonous snake referred to as the king of the serpents. Tall tales claim their wicked eyes can petrify, but fortunately, this one only has petrifying fangs. Perhaps that's why they're often confused for cockatrices.



## Bear

Level **5**

Life Force	30	Spell Resistance	16	Type	Creature		
Movement	18	Initiative	1d6	Intelligence	Instinctive	Morale	6

Attack	Claws	Type	Close	Range	None		
		Check Score	16	Power/Attributes	1d6+7 bludgeoning		

Defense	Dodge	16	Block	None	Armor Score	4 (Fur)	
---------	-------	----	-------	------	-------------	---------	--

Support Effect	Gives 1 boss +5 to power. Range: 5m						
Special Abilities	<p><b>[Bear Hug]</b> Check score: 17 (2d6+10) Use as a main action. One target makes a dodge check (technique reflex). If the target fails, they are embraced and take 4d6 points of damage at the end of every round. The embrace persists automatically, and the target cannot get out of it without passing an escape check (strength focus) on their own turn. Neither the target nor the bear can move during this time. The bear cannot embrace more than one target at a time. While embracing a target with Bear Hug, the bear cannot move or perform any other actions.</p> <p><b>[Pack]</b> Treat one ally as a boss, who can be given a support effect. The ally doesn't have to be a bear.</p>						

An enormous bear. A fearsome creature, it is considered by some to be one of the strongest beasts of all. It has a tendency of growing attached to a certain kind of food, and those that have acquired a taste for people are no longer anything but monsters.

## Manticore

Level **5**

Life Force	32	Spell Resistance	18 (2d6+11)	Type	Creature		
Movement	15 (Flying)	Initiative	2d6+2	Intelligence	High	Morale	7

Attack	Claws	Type	Close	Range	None		
		Check Score	17 (2d6+10)	Power/Attributes	1d6+5 slash		

Attack	Tail	Type	Close	Range	None		
		Check Score	15 (2d6+8)	Power/Attributes	1d3+6 pierce		

Defense	Dodge	17 (2d6+10)	Block	None	Armor Score	4 (Fur)	
---------	-------	-------------	-------	------	-------------	---------	--

Support Effect	Gives 1 boss +3 to power and spell use checks. Range: 5m						
Special Abilities	<p><b>[Boss]</b> [Leadership 3]</p> <p><b>[Double Action]</b> Can perform 1 attack with its claws and 1 with its tail, or use a Words of True Power spell and attack with its tail, in a single turn.</p> <p><b>[Roundabout Attack]</b> Attacks using a tail that is unaffected by Parry and applies a -4 penalty to block checks</p> <p><b>[Words of True Power, 5 levels]</b> Check score: 17 (2d6+10) Spell uses: 3. Magic Missile (p. 304), Deflect Missile (p. 295), Counterspell (p. 285), Lightning (p. 306), Spiderweb (p. 292)</p> <p><b>[Flying]</b> Ignores movement obstructions from characters without Flying.</p>						

An aberrant monster with the head of a person, the body of a lion, and the tail of a serpent. Generally eats people. One was purportedly the first obstacle a hero overcame in an old epic, and they're famous for barring the way into labyrinths.



## Giant Crab

Level **6**

Life Force	35	Spell Resistance	15	Type	Creature		
Movement	20	Initiative	1d6	Intelligence	Instinctive	Morale	8
Attack	Large Claw	Type	Close	Range	None		
		Check Score	17	Power/ Attributes	2d6+5 slash		
Attack	Small Claw	Type	Close	Range	None		
		Check Score	19	Power/ Attributes	2d6+2 slash		
Defense	Dodge	17	Block (Claws) / Block Score	19 / +6	Armor Score	8 (Shell)	
Support Effect	Gives 1 boss +2 to power and armor score. Range: 5m						
Special Abilities	<b>[Amphibious]</b> This monster suffers no restrictions when moving or staying underwater. <b>[Claws Small and Large]</b> This monster can attack with its large claw and small claw at once. It can attack the same target twice or two different targets.						

A ridiculously large crab with a large claw and a small claw. Lives near water and in marshes, occasionally attacking its prey with the help of hydras.

## Elephant

Level **6**

Life Force	42	Spell Resistance	17	Type	Creature		
Movement	18	Initiative	1d6	Intelligence	Instinctive	Morale	7
Attack	Stomp	Type	Close	Range	None		
		Check Score	18	Power/ Attributes	4d6 bludgeoning		
Defense	Dodge	16	Block	None	Armor Score	4 (Skin)	
Support Effect	Gives 1 boss +4 to power and +5 to movement speed. Range: 5m						
Special Abilities	<p><b>[Trumpet]</b> Check score: 17 (2d6+10). Use as a main action. All targets within 10m of this elephant must make a psyche resistance check (psyche reflex). If a target fails this check, they take a -2 penalty to all checks until the end of the round.</p> <p><b>[Skill: Guard (Beginner)]</b></p> <p><b>[Pack]</b> Treat one ally as a boss, who can be given a support effect. The ally must be an elephant.</p>						

A giant, ashen creature with fanlike ears, tree trunk-like legs, a whiplike tail, a nose like a serpent, and sometimes sharp tusks. Perhaps because most of them live along the southern seas, not too many know of them. Some simply call them "the beasts."



## Wyvern

Level **6**

Life Force	38	Spell Resistance	17 (2d6+10)	Type	Creature		
Movement	40 (Flying)	Initiative	2d6+2	Intelligence	Instinctive	Morale	6

Attack	Fangs	Type	Close	Range	None		
		Check Score	18 (2d6+11)	Power/Attributes	2d6+4 pierce		

Defense	Dodge	17 (2d6+10)	Block	None	Armor Score	5 (Skin)	

Support Effect	Gives 1 boss +20 to movement speed. Range: 10m						
Special Abilities	<b>[Boss]</b> [Leadership 3] <b>[Flying]</b> Ignores movement obstructions from characters without Flying. <b>[Flame Breath]</b> Check score: 18 (2d6+11). Range: 30m. Use as a main action. One target, chosen at will, who fails a strength resistance check (strength reflex) takes 4d6 points of damage from flames. If the target passes the check, this damage is halved <b>[Flame Immunity]</b> This monster takes no damage or adverse effects whatsoever from flames.						

A subspecies of dragon with two legs and a pair of armlike wings. Only has the intelligence of an average beast, and because they are sometimes raised by people, many don't consider them the same as actual dragons.

## Venom Snake

Level **7**

Life Force	40	Spell Resistance	17	Type	Creature		
Movement	20	Initiative	1d6+1	Intelligence	Instinctive	Morale	8

Attack	Bite	Type	Close	Range	None		
		Check Score	20	Power/Attributes	3d6+4 slash		

Attack	Coil	Type	Close	Range	None		
		Check Score	17	Power/Attributes	2d6 bludgeoning		

Defense	Dodge	18	Block	None	Armor Score	6 (Skin)	

Support Effect	Gives 1 boss +2 to hit checks and +1d6 to power. Range: 10m						
Special Abilities	<b>[Skill: Darkvision (Expert)]</b> <b>[Binding Attack]</b> This monster's Coil attack has Binding Attack (Expert). <b>[Poison Fangs]</b> Check score: 18 (2d6+11). Any character who takes at least 1 point of damage from this monster's Bite attack must make a strength resistance check (strength reflex) with a target score of 18. If the target fails this check, they are affected by snake poison and suffer 1 point of fatigue. In addition, the target then makes a strength resistance check (strength endurance) every hour with a target score of 18, and failing it causes them to suffer another point of fatigue. If the target passes one of these checks, they recover from the snake poison and no longer suffer fatigue. This effect is treated as having the poison attribute.						

A huge, venomous snake. They are terrifying creatures whose venom can have any number of effects—paralyzing the body of prey and suffocating them, delivering a wound that will never heal, or even rotting and melting flesh.



## Roc

Level **7**

Life Force	48	Spell Resistance	18	Type	Creature		
Movement	50 (Flying)	Initiative	1d6+2	Intelligence	Instinctive	Morale	6

Attack	Beak	Type	Close	Range	None		
		Check Score	18	Power/Attributes	4d6 pierce		

Attack	Talons	Type	Close	Range	None		
		Check Score	20	Power/Attributes	2d6+5 slash		

Defense	Dodge	18	Block	None	Armor Score	6 (Down)	
---------	-------	----	-------	------	-------------	----------	--

Support Effect	Gives 1 boss +2 to hit checks and dodge checks and +20 to movement speed. Range: 10m						
Special Abilities	<p><b>[Double Action]</b> Can perform 2 attacks, either using its beak once and talons once, or using Wind Whip once and its beak once. When attacking twice, this monster can attack the same target twice or attack 2 different targets.</p> <p><b>[Wind Whip]</b> Check score: 19 (2d6+12). Use as a main action. All targets within a radius of 20m, centered on this monster, make a strength resistance check (strength reflex). If a target fails, that target is knocked prone.</p> <p><b>[Massive]</b> Treat this monster's reach and possible movement obstruction range as 10m.</p> <p><b>[Flying]</b> Ignores movement obstructions from characters without Flying.</p> <p><b>[Pack]</b> Treat one ally as a boss, who can be given a support effect. The ally must be a roc</p>						

Gigantic birds about twenty meters long. Thought to exist only in faerie tales, they live on the islands in the south seas and fight with ships and elephants. They are very real. And they eat people.

## Treant

Level **8**

Life Force	70	Spell Resistance	22	Type	Creature		
Movement	16	Initiative	1d6	Intelligence	Average	Morale	7

Attack	Branch	Type	Close	Range	None		
		Check Score	21	Power/Attributes	4d6 bludgeon ng		

Defense	Dodge	18	Block	None	Armor Score	7 (Bark)	
---------	-------	----	-------	------	-------------	----------	--

Support Effect	Gives 1 boss +3 to spell use checks. Range: 10m						
Special Abilities	<p><b>[Spirit Arts, 7 levels]</b> Check score: 20 (2d6+13). Spell uses: 4. Power Ball (p. 345), Stone Blast (p. 340), Firebolt (p. 299), Fear (p. 347), Snare (p. 341), Spirit Wall (p. 342), Bind (p. 363).</p> <p><b>[Spell-Resistant Armor]</b> Gains +3 to armor score against spell-based damage</p>						

A living tree. Uses its branches as arms and its roots as legs. Some can even have conversations. However, there are those that drink people's blood, so one can never be too careful around them.



# Young Red Dragon

Level

8

Life Force	75	Spell Resistance	20 (2d6+13)	Type	Creature		
Movement	40 (Flying)	Initiative	2d6+1	Intelligence	Average	Morale	6

Attack	Fangs	Type	Close	Range	None		
		Check Score	22 (2d6+15)	Power/Attributes	3d6+3 pierce		

Attack	Tail	Type	Close	Range	None		
		Check Score	20 (2d6+13)	Power/Attributes	5d6 bludgeoning		

Defense	Dodge	19 (2d6+12)	Block	None	Armor Score	10 (Skin)	

Support Effect	Gives 1 boss +3 to spell use checks and spell resistance checks and +20 to movement speed. Range: 10m						
Special Abilities	<p><b>[Boss]</b> (Leadership 3)</p> <p><b>[Double Action]</b> Can perform 2 attacks, either using its fangs once and tail once or using Flame Breath once and its tail once. When attacking twice, this monster can attack the same target twice or attack 2 different targets.</p> <p><b>[Roundabout Attack]</b> Attacks using a tail that is unaffected by Parry and applies a -4 penalty to block checks</p> <p><b>[Massive]</b> Treat this monster's reach and possible movement obstruction range as 10m.</p> <p><b>[Flying]</b> Ignores movement obstructions from characters without Flying.</p> <p><b>[Flame Breath]</b> Check score: 21 (2d6+14). Range: 5m. Use as a main action. One target, chosen at will, who fails a strength resistance check (strength reflex) takes 5d6 points of damage from flames. If the target passes the check, this damage is halved.</p> <p><b>[Flame Immunity]</b> This monster takes no damage or adverse effects whatsoever from flames.</p> <p><b>[Dragon Scales]</b> Gain +8 armor score against spell-based damage</p>						

A young red dragon of a few dozen years of age. Intelligent red dragons with martial prowess, mana, and a horde of treasure are regarded as the strongest monsters. Adventurers might stand a chance against one of this level, however.



## SPIRITS

Formless beings that exist in every nook and cranny of nature in the Four-Cornered World and govern all natural phenomena. Most of them, however, live in the astral plane and almost never appear with a form. Because of this, only certain people with special abilities, such as shamans, can feel their presence. All spirits have Magic Vision. (This monster's vision suffers no detrimental effects.)

### Spirit

Level **1**

Life Force	8	Spell Resistance	10	Type	Spirit		
Movement	10	Initiative	1d6	Intelligence	Command-based	Morale	10

Attack	Strike	Type	Close	Range	None
		Check Score	11	Power/Attributes	1d6 bludgeoning

Defense	Dodge	10	Block	None	Armor Score	1 (Skin)

Support Effect	Gives 1 boss +1 to spell use checks. Range: 10m
Special Abilities	[Spirit Arts, 1 level] Check score: 12 (2d6+5). Spell uses: 2 See below for spells.

A spirit summoned by the spirit art Control Spirit (p. 339). It can use a spirit art corresponding to its element

#### Spells a Spirit Can Use

Attribute	Spell
Fire	Firebolt (p. 299)
Water	Breathe (p. 302)
Earth	Stone Blast (p. 340)
Wind	Bind (p. 349)

With no sense of self to tell it apart from others, this being could potentially be called "cute." The power it wields is about what you'd expect.



## Free Spirit

Level

3

Life Force	18	Spell Resistance	14	Type	Spirit		
Movement	15	Initiative	1d6	Intelligence	Command-based	Morale	10

Attack	Strike	Type	Close	Range	None		
		Check Score	14	Power/Attributes	1d6 bludgeoning		

Defense	Dodge	14	Block	None	Armor Score	2 (Skin)	
---------	-------	----	-------	------	-------------	----------	--

Support Effect	Gives 1 boss +3 to spell use checks. Range: 10m						
Special Abilities	[Spirit Arts, 3 levels] Check score: 15 (2d6+8). Spell uses: 3. See below for spells.						

A spirit summoned by the spirit art Control Spirit (p. 339). It can use spirit arts corresponding to its element.

## Spells a Free Spirit Can Use

Attribute	Spells
Fire	Firebolt (p. 299), Heat Wave (p. 346)
Water	Breathe (p. 302), Aqua Vitae (p. 334)
Earth	Stone Blast (p. 340), Tunne (p. 345)
Wind	Bind (p. 349), Water Walk (p. 336)

A powerful spirit with a sense of self that is shared with others. It can be communicated with, and it's quite strong. Sometimes, they will pass among people

## Greater Spirit

Level

5

Life Force	28	Spell Resistance	17	Type	Spirit		
Movement	20	Initiative	1d6	Intelligence	Command-based	Morale	10

Attack	Strike	Type	Close	Range	None		
		Check Score	17	Power/Attributes	3d6 bludgeoning		

Defense	Dodge	17	Block	None	Armor Score	3 (Skin)	
---------	-------	----	-------	------	-------------	----------	--

Support Effect	Gives 1 boss +5 to spell use checks. Range: 10m						
Special Abilities	[Spirit Arts, 5 levels] Check score: 17 (2d6+10). Spell uses: 4. See below for spells.						

A spirit summoned by the spirit art Control Spirit (p. 339). It can use spirit arts corresponding to its element.

## Spells a Greater Spirit Can Use

Attribute	Spells
Fire	Firebolt (p. 299), Heat Wave (p. 346), Spirit Wall (p. 342)
Water	Breathe (p. 302), Aqua Vitae (p. 334), Blizzard (p. 302)
Earth	Stone Blast (p. 340), Tunne (p. 345), Spirit Wall (p. 342)
Wind	Bind (p. 349), Water Walk (p. 336), Thunderbolt (p. 340)

A spirit so powerful that one might call it a minor god. The power it wields on this plane is but a fraction of its abilities. Conversing with and summoning one requires a great deal of caution.



# UNDEAD

Cursed beings known as the undying, or the already dead. Aside from those called forth by good-hearted necromancers, most of the undead still retain their hatred, deep-seated delusions, and regrets. They take over the bodies of the dead or wander as simple souls, bringing harm to the living. This has given rise to a theory that vampires are actually just evil beings who have possessed a dead body and pretend to be alive. In general, few retain their memories of their past lives or their reason; most simply look sane but are really anything but. Still, many desire immortality, and some have even transformed themselves into undead on purpose.

## Skeleton

Level 1

Life Force	12	Spell Resistance	10	Type	Undead		
Movement	10	Initiative	1d6	Intelligence	Command-based	Morale	10

Attack	Crude Weapon	Type	Close	Range	None		
		Check Score	11	Power/Attributes	1d3+1 slash		

Defense	Dodge	9	Block	None	Armor Score	3 (Armor)	

Support Effect	Gives 1 boss +1 to hit checks and dodge checks. Range: 5m						
Special Abilities	<p><b>[Complete Immunity (Poison, Illness, Mind)]</b> This monster receives no damage or effects from anything with a poison illness, or mental attribute</p> <p><b>[Magic Vision]</b> This monster's vision suffers no detrimental effects.</p>						

A rotted skeleton moving on its own. It has no flesh or blood, so it's assumed one is better off whacking and breaking them than slashing them.  
Holds a blunt weapon.



## Skeleton Archer

Level **2**

Life Force	15	Spell Resistance	11	Type	Undead		
Movement	8	Initiative	1d6	Intelligence	Command-based	Morale	10

Attack	Bow	Type	Projectile	Range	60m		
		Check Score	13	Power/Attributes	1d6+2 pierce		

Defense	Dodge	10	Block	None	Armor Score	2 (Armor)	
---------	-------	----	-------	------	-------------	-----------	--

Support Effect	Gives 1 boss +1 to hit checks and power. Range: 10m						
Special Abilities	<b>[Complete Immunity (Poison, Illness, Mind)]</b> This monster receives no damage or effects from anything with a poison, illness, or mental attribute. <b>[Magic Vision]</b> This monster's vision suffers no detrimental effects.						

A skeleton that, for better or worse, has found itself a bow that isn't falling apart. Because of a recent popular epic, many new adventurers seem to think *all* skeletons have bows. Holds a short bow (p. 374) and 1d6 arrows.

## Skeleton Guard

Level **2**

Life Force	18	Spell Resistance	12	Type	Undead		
Movement	10	Initiative	1d6	Intelligence	Command-based	Morale	10

Attack	Crude Weapon	Type	Close	Range	None		
		Check Score	12	Power/Attributes	1d3+1 bludgeoning		

Defense	Dodge	10	Block / Block Score	14 / +3	Armor Score	4 (Armor)	
---------	-------	----	---------------------	---------	-------------	-----------	--

Support Effect	Gives 1 boss +3 to armor score. Range: 5m						
Special Abilities	<b>[Complete Immunity (Poison, Illness, Mind)]</b> This monster receives no damage or effects from anything with a poison, illness, or mental attribute. <b>[Skill: Guard (Beginner)]</b> <b>[Magic Vision]</b> This monster's vision suffers no detrimental effects.						

A skeleton with a shield. It knows how to use it. Perhaps because it has retained some lingering memories of its days as a warrior. Holds a round shield (p. 383).



## Zombie

Level **3**

Life Force	30	Spell Resistance	13	Type	Undead		
Movement	12	Initiative	1d6	Intelligence	Instinctive	Morale	8

Attack	Strike	Type	Close	Range	None		
		Check Score	13	Power/Attributes	1d6+3 bludgeoning		

Defense	Dodge	12	Block	None	Armor Score	0 (Skin)	

Support Effect	Gives 1 boss +2 to hit checks. Range: 5m						
Special Abilities	<p><b>[Complete Immunity (Poison, Illness, Mind)]</b> This monster receives no damage or effects from anything with a poison, illness, or mental attribute.</p> <p><b>[Rot]</b> Check score: 11 (2d6+4). Any target who receives damage from this monster's strike attack must make a strength resistance check; failing this check reduces the target's strength by 1 for 1d6 days. This effect is treated as having the illness attribute and can be removed with an antidote (p. 400)</p> <p><b>[Magic Vision]</b> This monster's vision suffers no detrimental effects.</p>						

A rotten corpse that has risen and moves on its own. In general, if their belongings haven't been maintained, they will bite at you with yellowed teeth, and they will spread disease from their rotting flesh.

## Ghoul

Level **4**

Life Force	26	Spell Resistance	14	Type	Undead		
Movement	10	Initiative	1d6	Intelligence	Low	Morale	7

Attack	Claws	Type	Close	Range	None		
		Check Score	16	Power/Attributes	2d6+3 slash		

Defense	Dodge	15	Block	None	Armor Score	3 (Skin)	

Support Effect	Gives 1 boss +2 to hit checks. Range: 5m						
Special Abilities	<p><b>[Complete Immunity (Poison, Illness, Mind)]</b> This monster receives no damage or effects from anything with a poison, illness, or mental attribute.</p> <p><b>[Regenerate]</b> At the end of each round, recover 4 wounds.</p>						

A monster that digs up bodies from graves and eats them. Because it only eats corpses, it will sometimes pretend to be a person to trick travelers and kill them. Ghouls are not "undead" in a strict sense, and while some can be communicated with, a vampire's victims will sometimes change into senseless ghouls.



## Living Mail

Level **4**

Life Force	22	Spell Resistance	15	Type	Undead		
Movement	15	Initiative	1d6+1	Intelligence	Command-based	Morale	10

Attack	Sword	Type	Close	Range	None		
		Check Score	15	Power/Attributes	1d3+8 slash		

Defense	Dodge	14	Block / Block Score	16 (2d6+9) / +4	Armor Score	4 (Armor)	
---------	-------	----	---------------------	-----------------	-------------	-----------	--

Support Effect	Gives 1 boss +3 to armor score. Range: 5m						
Special Abilities	<b>[Spirit Arts Resistance]</b> This monster gains +2 to spell resistance against spirit arts. <b>[Magic Vision]</b> This monster's vision suffers no detrimental effects.						

The lingering regrets of a soul whose flesh has decayed became bound to equipment, becoming a wandering suit of armor. It will leave for a time if defeated, but unless its armor is destroyed, it will likely come back to life.

Holds a shortsword (p. 356) and a round shield (p. 383).

## Ghost

Level **5**

Life Force	25	Spell Resistance	18 (2d6+11)	Type	Undead		
Movement	20 (Flying)	Initiative	2d6+1	Intelligence	Average	Morale	6

Attack	None	Type	None	Range	None		
		Check Score	None	Power/Attributes	None		

Defense	Dodge	17 (2d6+10)	Block	None	Armor Score	0 (Clothing)	
---------	-------	-------------	-------	------	-------------	--------------	--

Support Effect	Gives 1 boss +2 to hit checks. Range: 5m						
Special Abilities	<b>[Boss]</b> Leadership 4 <b>[Life Drain]</b> Check score: 17 (2d6+10). At the end of each round, any targets, chosen at will, can be multiple, within 5m of this monster make a psyche resistance check (psyche reflex). If a target fails this check, their life force is reduced by 3. This reduced life force is restored when the ghost is defeated. <b>[Words of True Power, 5 levels]</b> Check score: 18 (2d6+11) Spell uses: 4. Magic Missile (p. 304), Deflect Missile (p. 295), Fireball (p. 298), Counterspell (p. 285), Sleep (p. 292). <b>[Magic Vision]</b> This monster's vision suffers no detrimental effects. <b>[Spirit Body]</b> This monster only takes damage from magic attacks. <b>[Flying]</b> Ignores movement obstructions from characters without Flying.						

A soul whose flesh has decayed, but survives on hatred and regret nonetheless. When one appears, it will look like a faint white mist.



## Giant Skeleton

Level **6**

Life Force	38	Spell Resistance	16	Type	Undead		
Movement	10	Initiative	1d6	Intelligence	Command-based	Morale	10

Attack	Massive Weapon	Type	Close	Range	None		
		Check Score	18	Power/Attributes	4d6 slash		

Defense	Dodge	16	Block / Block Score	18 / +4	Armor Score	5 (Armor)	
---------	-------	----	---------------------	---------	-------------	-----------	--

Support Effect	Gives 1 boss +2 to hit checks and +4 to power. Range: 5m						
----------------	--	--	--	--	--	--	--

Special Abilities	<p><b>[Complete Immunity (Poison, Illness, Mind)]</b> This monster receives no damage or effects from anything with a poison, illness, or mental attribute.</p> <p><b>[Mow Down]</b> This monster can attack any or all targets with a melee attack within 5m.</p> <p><b>[Magic Vision]</b> This monster's vision suffers no detrimental effects.</p>						
-------------------	---	--	--	--	--	--	--

A giant skeleton monster made from several different skeletons that have come together as one entity. Looks scary, but maybe they were good people in life. They're definitely a monster now, though. Holds one weapon.

## Penanggalan

Level **6**

Life Force	32	Spell Resistance	19 (2d6+12)	Type	Undead		
Movement	20 (Flying)	Initiative	2d6+1	Intelligence	Instinctive	Morale	8

Attack	Fangs	Type	Close	Range	None		
		Check Score	18 (2d6+11)	Power/Attributes	2d6+4 pierce		

Defense	Dodge	19 (2d6+12)	Block	None	Armor Score	4 (Skin)	
---------	-------	-------------	-------	------	-------------	----------	--

Support Effect	Gives 1 boss +3 to spell use checks and spell resistance checks. Range: 5m						
----------------	--	--	--	--	--	--	--

Special Abilities	<p><b>[Boss]</b> Leadership 3</p> <p><b>[Complete Immunity (Poison, Illness, Mind)]</b> This monster receives no damage or effects from anything with a poison, illness, or mental attribute.</p> <p><b>[Bloodsuck]</b> Check score: 19 (2d6+12). If a target takes damage from this monster's fangs attack, they must make a psyche resistance check (psyche reflex). If they fail, this monster recovers as many wounds as were inflicted upon the target with the attack.</p> <p><b>[Spirit Arts, 6 levels]</b> Check score: 18 (2d6+11). Spell uses: 2. Firebolt (p. 299), Stone Blast (p. 340), Bind (p. 349), Invisible (p. 335), Thunderbolt (p. 340), Darkness (p. 343).</p> <p><b>[Spirit Arts Resistance]</b> This monster gains +2 to its spell resistance against spirit arts.</p> <p><b>[Spell-Resistant Armor]</b> This monster gains +3 to its armor score against spell-based damage.</p> <p><b>[Flying]</b> Ignores movement obstructions from characters without Flying.</p> <p><b>[Skill: Darkvision (Intermediate)]</b></p>						
-------------------	---	--	--	--	--	--	--

A type of vampire who is usually female. It lives as a normal person during the day, but when night falls, its head, spinal cord, and organs leave its body, slip out, and fly into the sky, attacking people and drinking their blood.



## Dullahan

Level

7

Life Force	44	Spell Resistance	19 (2d6+12)	Type	Undead		
Movement	30	Initiative	2d6+1	Intelligence	High	Morale	8

Attack	Weapon	Type	Close	Range	10m (throwable)		
		Check Score	20 (2d6+13)	Power/Attributes	2d6+10 slash		

Attack	Heel	Type	Close	Range	None		
		Check Score	18 (2d6+11)	Power/Attributes	4d6 bludgeoning		

Defense	Dodge	17 (2d6+10)	Block / Block Score	19 (2d6+12) / +5	Armor Score	7 (Armor)	
---------	-------	-------------	---------------------	------------------	-------------	-----------	--

Support Effect	Gives 1 boss +5 to power and armor score. Range: 5m						
Special Abilities	<p><b>[Boss]</b> (Leadership 3)</p> <p><b>[Triple Action]</b> Can perform 1 Weapon attack and 2 Heel attacks. Targets can be chosen freely</p> <p><b>[Complete Immunity (Poison, Illness, Mind)]</b> This monster receives no damage or effects from anything with a poison, illness, or mental attribute.</p> <p><b>[Headless Horse's Shield]</b> This monster's headless horse performs a block. It cannot move the same round as it blocks, and it cannot block the same round as it moves.</p> <p><b>[Spirit Arts Resistance]</b> This monster gains +2 to its spell resistance against spirit arts.</p> <p><b>[Magic Vision]</b> This monster's vision suffers no detrimental effects.</p>						

A knightly soul whose head has been severed. Atop its headless horse, it spreads curses onto the battlefield and tramples soldiers as part of the calvary of the forces of Chaos. It is said that faerie harbingers of death take the forms of dullahans, but it's difficult to tell them from the real thing. Holds a longsword (p. 357) and a kite shield (p. 384).

## Wraith

Level

8

Life Force	60	Spell Resistance	21 (2d6+14)	Type	Undead		
Movement	22 (Flying)	Initiative	2d6+2	Intelligence	High	Morale	6

Attack	Fangs	Type	Close	Range	None		
		Check Score	18 (2d6+11)	Power/Attributes	2d6+4 pierce		

Defense	Dodge	20 (2d6+13)	Block	None	Armor Score	0 (Clothing)	
---------	-------	-------------	-------	------	-------------	--------------	--

Support Effect	Gives 1 boss +2 to spell use checks. Range: 10m						
Special Abilities	<p><b>[Boss]</b> Leadership 4)</p> <p><b>[Life Drain]</b> Check score: 21 (2d6+14). At the end of each round, any targets, chosen freely (can be multiple) within 5m of this monster make a psyche resistance check (psyche reflex). If a target fails this check, their life force is reduced by 5. This reduced life force is restored when the wraith is defeated.</p> <p><b>[Words of True Power, 8 levels]</b> Check score: 22 (2d6+15) Spell uses: 5. Magic Missile (p. 304), Deflect Missile (p. 295), Fireball (p. 298), Counterspell (p. 285), Sleep (p. 292), Lock (p. 307), Unlock (p. 282), Self Vision (p. 294).</p> <p><b>[Magic Vision]</b> This monster's vision suffers no detrimental effects.</p> <p><b>[Spirit Body]</b> This monster only takes damage from magic attacks.</p> <p><b>[Flying]</b> Ignores movement obstructions from characters without Flying.</p>						

Typically, they are the failed results of imperfect immortality rituals by sorcerers, or evil spirits embodying lingering regrets or hatred.



## Dracolich

Level **9**

Life Force	100	Spell Resistance	23	Type	Undead		
Movement	25	Initiative	1d6+1	Intelligence	Low	Morale	8

<b>Attack</b>	Bite	Type	Close	Range	None		
		Check Score	25	Power/Attributes	7d6 pierce		

<b>Attack</b>	Drive Off	Type	Close	Range	10m (Not throwable)		
		Check Score	23	Power/Attributes	5d6+5 bludgeoning		

<b>Defense</b>	Dodge	22	Block	None	Armor Score	9 (Skin)	

Support Effect	Gives 1 boss +5 to hit checks, power, and armor score. Range: 5m						
Special Abilities	<p><b>[Complete Immunity (Poison, Illness, Mind)]</b> This monster receives no damage or effects from anything with a poison, illness, or mental attribute.</p> <p><b>[Massive]</b> Treat this monster's reach and possible movement obstruction range as 10m.</p> <p><b>[Greater Regenerate]</b> At the end of each round, recover 18 wounds.</p> <p><b>[Exhaust]</b> Whenever any target within 10m suffers fatigue as a result of their attrition track, they suffer one extra point.</p> <p><b>[Split]</b> Use as a main action. Halve this monster's current life force and create another dracolich with the same life force at the same location. The new dracolich can act starting on the following round. In addition, the new dracolich can be dispelled with a main action, refunding the original's life force. If this monster's life force is 1, it cannot use Split.</p> <p><b>[Magic Vision]</b> This monster's vision suffers no detrimental effects.</p>						

At times, even dragons can become undead. Whether by way of a failed ritual or possession of a slain corpse by an evil spirit, this monster looks undoubtedly rotten to the core, and not even a trace remains of its strength from its former life.

## Lich

Level **10**

Life Force	100	Spell Resistance	27 (2d6+20)	Type	Undead		
Movement	25	Initiative	2d6+4	Intelligence	High	Morale	8

<b>Attack</b>	Staff	Type	Close	Range	10m (Not throwable)		
		Check Score	27 (2d6+20)	Power/Attributes	5d6+5 bludgeoning		

<b>Defense</b>	Dodge	25 (2d6+18)	Block	None	Armor Score	8 (Clothing)	

Support Effect	Gives 1 boss +5 to spell use checks and increases the number of actions they can take by 1. Range: 10m						
Special Abilities	<p><b>[Boss]</b> (Leadership 5)</p> <p><b>[High-Speed Casting]</b> This monster can use two spells in one round. If it does, the monster takes a -4 to its spell use check for each.</p> <p><b>[Occult Ancestor]</b> Words of True Power, 10 levels. Check score: 30 (2d6+23). Spell uses: 8. All words of true power.</p> <p><b>[Immortal Body]</b> When this monster takes damage from a weapon, treat all dice rolls made to determine that damage as half of what they are.</p> <p><b>[Magic Vision]</b> This monster's vision suffers no detrimental effects.</p>						

A sorcerer who has succeeded at the ritual and become a true immortal. Most people are convinced that liches retain their sanity and the memories of their former lives, but many of them are warped by evil.



# Vampire

Level

11

Life Force	144	Spell Resistance	31 (2d6+24)	Type	Undead		
Movement	50 (Flying)	Initiative	2d6+6	Intelligence	High	Morale	8

Attack	Fangs	Type	Close	Range	None		
		Check Score	33 (2d6+26)	Power/Attributes	5d6+15 pierce		

Defense	Dodge	31 (2d6+24)	Block	None	Armor Score	15 (Skin)	

Support Effect	Gives 1 boss +5 to hit checks, spell use checks, dodge checks, and power. Also increases the number of actions they can take by 1. Range: 10m						
Special Abilities	<p><b>[Boss]</b> (Leadership 7)</p> <p><b>[Miracle, 10 levels]</b> Check score: 32 (2d6+25). Spell uses: 6. All miracles.</p> <p><b>[Bloodsuck]</b> Check score: 30 (2d6+23). If a target takes damage from this monster's fangs attack, they must make a psyche resistance check (psyche reflex). If they fail, this monster recovers as many wounds as were inflicted upon the target with the attack.</p> <p><b>[High-Speed Casting]</b> This monster can use two spells in one round. If it does, the monster takes a -4 to its spell use check for each.</p> <p><b>[Regenerate]</b> At the end of each round, recover 11 wounds.</p> <p><b>[Words of True Power, 10 levels]</b> Check score: 32 (2d6+25). Spell uses: 6. All words of true power.</p> <p><b>[Weak to Sunlight]</b> In sunlight, this monster loses its Regenerate ability and takes 12 points of damage at the end of every round. This damage cannot be reduced by armor score.</p> <p><b>[Flying]</b> Ignores movement obstructions from characters without Flying.</p> <p><b>[Immortal Summon]</b> Use as a main action. Summon any one undead monster at least two levels lower than this monster's level. The summoned monster can act starting on the next round.</p> <p><b>[Immortal Body]</b> When this monster takes damage from a weapon, treat all dice rolls made to determine that damage as half of what they are.</p> <p><b>[Wicked Soil]</b> When this monster's wound count equals or exceeds its life force, it vanishes on the spot and immediately revives within a clump of earth specified in advance. This effect can only be used once per day.</p> <p><b>[Skill: Darkvision (Expert)]</b></p>						

The most famous and most fearsome monster of all, and an "undead" in the true sense of the word. Legends abound of vampires attacking people and sucking their blood to increase their own numbers. Their weaknesses are a closely guarded secret.



# DEMONS

Wicked beings who creep into the world from the astral plane they inhabit. In most cases, they are summoned by the rituals of evil cults or sorcerers, but many others sneak through the gaps between dimensions. They desire death and despair, pain and curses, destruction and chaos. They spread calamity into the Four-Cornered World in many ways. Host to countless shapes and characteristics, even the lowest rank-and-file soldiers among them are said to be terrible foes. The appearance of a demon lord is a threat to the world itself. Unless otherwise specified, all demons have Skill: Darkvision (Beginner).

## Imp

Level **1**

Life Force	9	Spell Resistance	9	Type	Demon		
Movement	18	Initiative	1d6+1	Intelligence	Average	Morale	5

Attack	Claws	Type	Close	Range	None		
		Check Score	11	Power/Attributes	1d3+2 pierce		

Defense	Dodge	12	Block	None	Armor Score	2 (Skin)	

Support Effect	Gives 1 boss +1 to hit checks and spell use checks. Range: 5m						
Special Abilities	[Words of True Power, 1 level] Check score: 11 (2d6+4) Spell uses 1. Firebolt (p. 299)						

Even smaller than goblins are imps, who resemble emaciated children. Though not exactly proper demon material, they are cunning and thus deserving of caution.

## Hellhound

Level **2**

Life Force	14	Spell Resistance	13	Type	Demon		
Movement	18	Initiative	1d6+1	Intelligence	Instinctive	Morale	6

Attack	Fangs	Type	Close	Range	None		
		Check Score	13	Power/Attributes	1d6+1 pierce		

Defense	Dodge	13	Block	None	Armor Score	3 (Fur)	

Support Effect	Gives 1 boss +2 to hit checks and +1 to power. Range: 5m						
Special Abilities	[Anticipate] This monster gains +3 initiative on the first round. [Flame Breath] Check score: 12 (2d6+5). Range: 5m. Use as a main action. One target, chosen at will, who fails a strength resistance check (strength reflex) takes 2d6 points of damage from flames. If the target passes the check, this damage is halved.						

A demon with a doglike form. Generally, they are mostly black, with lightning or flames around them.



## Lesser Demon

Level **3**

Life Force	20	Spell Resistance	15 (2d6+8)	Type	Demon		
Movement	15 (Flying)	Initiative	1d6+1	Intelligence	Average	Morale	7

Attack	Claws	Type	Close	Range	None		
		Check Score	14 (2d6+7)	Power/Attributes	2d6 pierce		

Defense	Dodge	13 (2d6+6)	Block	None	Armor Score	3 (Skin)	

Support Effect	Gives 1 boss +1 initiative on their next round and +1 to dodge checks Range: 5m						
Special Abilities	<b>[Flying]</b> Ignores movement obstructions from characters without Flying.						

The rank-and-file soldiers of demonic forces. Normally, the term *demon* refers to something of this degree or higher.

## Lamia

Level **3**

Life Force	22	Spell Resistance	15 (2d6+8)	Type	Demon		
Movement	12	Initiative	2d6	Intelligence	Average	Morale	6

Attack	Tail	Type	Close	Range	None		
		Check Score	13 (2d6+6)	Power/Attributes	2d6 bludgeoning		

Defense	Dodge	12 (2d6+5)	Block	None	Armor Score	3 (Skin)	

Support Effect	Gives 1 boss +2 to power and to their initiative on the next round Range: 5m						
Special Abilities	<b>[Boss]</b> Leadership 3) <b>[Roundabout Attack]</b> Attacks using a tail that is unaffected by Parry and applies a -4 penalty to block checks <b>[Strangle]</b> Check score: 14 (2d6+7). Use as a main action. One target in reach makes a dodge check. If the target fails, they are bound and take 1d6+1 points of damage at the end of every round. This binding persists automatically, and the target must pass an escape check (strength focus) to get out of its grip. During this time, neither the target nor the lamia can move. The lamia can only bind one target at a time.						

A demon who looks like a beautiful woman with the lower body of a snake. None have survived long enough to determine whether it's actually a woman or just mimicry.



## Firebrand

Level **4**

Life Force	25	Spell Resistance	15 (2d6+8)	Type	Demon		
Movement	30 (Flying)	Initiative	2d6+1	Intelligence	Low	Morale	7

Attack	Claws	Type	Close	Range	None		
		Check Score	15 (2d6+8)	Power/Attributes	2d6+1 pierce		

Defense	Dodge	15 (2d6+8)	Block	None	Armor Score	3 (Skin)	
---------	-------	------------	-------	------	-------------	----------	--

Support Effect	Gives 1 boss +1 to hit checks and dodge checks. Range: 5m						
Special Abilities	<b>[Boss]</b> (Leadership 2) <b>[Flying]</b> Ignores movement obstructions from characters without Flying. <b>[Fire Toss]</b> Check score: 14 (2d6+7). Range: 30m. Use as a main action. One target, chosen at will, makes a strength resistance check (strength reflex). If the target fails this check, they take 2d6+2 points of damage from flames. If the target passes the check, the damage they take is halved						

A type of demon with wings and red skin, commonly called a Red Cap. It flies in an irregular pattern, launching ghastly flames at its opponents. They are also referred to as demonspawn, or demonic officer candidates.

## Nightstalker

Level **5**

Life Force	24	Spell Resistance	16 (2d6+9)	Type	Demon		
Movement	25	Initiative	2d6	Intelligence	Average	Morale	7

Attack	Claws	Type	Close	Range	None		
		Check Score	17 (2d6+10)	Power/Attributes	2d6+3 pierce		

Defense	Dodge	19 (2d6+12)	Block	None	Armor Score	4 (Skin)	
---------	-------	-------------	-------	------	-------------	----------	--

Support Effect	Gives 1 boss +1 to hit checks and power and +3 to its initiative on the next round. Range: 5m						
Special Abilities	<b>[Boss]</b> (Leadership 3) <b>[Shadow Creep]</b> This monster's movement is never obstructed. <b>[Anticipate]</b> This monster gains +3 initiative on the first round.						

A demon with a body like a shadow. Blends into the darkness, hides in the night, and attacks people.



## Stone Demon

Level

6

Life Force	40	Spell Resistance	18 (2d6+11)	Type	Demon		
Movement	25	Initiative	2d6+2	Intelligence	Average	Morale	6

Attack	Claws	Type	Close	Range	None		
		Check Score	18 (2d6+11)	Power/Attributes	2d6+6 pierce		

Defense	Dodge	18 (2d6+11)	Block	None	Armor Score	6 (Skin)	

Support Effect	Gives 1 boss +2 to hit checks and dodge checks. Range: 5m						
Special Abilities	<b>[Boss]</b> Leadership 3 <b>[Double Action]</b> Can perform 2 attacks with its claws. It can attack the same target twice or attack 2 different targets. <b>[Life Drain]</b> Check score: 17 (2d6+10). At the end of each round, any targets, chosen at will (can be multiple), within 5m of this monster make a psyche resistance check (psyche reflex). If a target fails this check, their life force is reduced by 4. This reduced life force is restored when the stone demon is defeated.						

A demon who looks like a chunk of stone. Its skin is rock-hard, and the muscles and bones supporting it are just as strong.

## Greater Demon's Arm

Level

7

Life Force	48	Spell Resistance	18 (2d6+11)	Type	Demon		
Movement	35 (Flying)	Initiative	2d6+2	Intelligence	Average	Morale	7

Attack	Arm	Type	Melee	Range	None		
		Check Score	19 (2d6+12)	Power/Attributes	18 (2d6+11) bludgeoning		

Defense	Dodge	3d6+5	Block	None	Armor Score	6 (Skin)	

Support Effect	Give 1 boss 1 additional action per round. Range: 5m						
Special Abilities	<b>[Boss]</b> Leadership 2 <b>[Double Action]</b> Can perform 2 melee attacks, or it can perform 1 melee attack and use 1 spirit art. If it attacks twice, it can attack the same target both times or attack separate targets. <b>[Spirit Arts, 6 levels]</b> Check score: 18 (2d6+11). Spell uses: 2 Power Ball (p. 345), Stone Blast (p. 340), Firebolt (p. 299), Fear (p. 347), Snare (p. 341), Bind (p. 349). <b>[Mow Down]</b> This monster can attack any or all targets within 5m with a melee attack.						

The manifestation of a greater demon's arm—and only its arm. Its abilities are reduced, but it is still a considerable threat.



## Blazon

Level **8**

Life Force	66	Spell Resistance	20 (2d6+13)	Type	Demon		
Movement	30	Initiative	2d6+3	Intelligence	High	Morale	7

Attack	Claws	Type	Close	Range	None		
		Check Score	21 (2d6+14)	Power/Attributes	3d6+6 pierce		

Defense	Dodge	21 (2d6+14)	Block	None	Armor Score	8 (Skin)	

Support Effect	Give 1 boss 1 additional action per round. Range: 10m						
Special Abilities	<p><b>[Boss]</b> (Leadership 4)</p> <p><b>[High-Speed Casting]</b> This monster can use two spells in one round. If it does, the monster takes a -4 to its spell use check for each.</p> <p><b>[Spirit Domination]</b> Any other character within 30m of this monster takes a -4 penalty to spell use checks for spirit arts</p> <p><b>[Spirit Arts, 8 levels]</b> Check score: 22 (2d6+15). Spell uses: 6. Power Ball (p. 345), Stone Blast (p. 340), Firebolt (p. 299), Fear (p. 347), Snare (p. 341), Bind (p. 349), Control Spirit (p. 339), Blizzard (p. 302).</p> <p><b>[Rapid Fire Toss]</b> Check score: 21 (2d6+14). Range: 30m. Use as a main action. Two targets, chosen at will, make a strength resistance check (strength reflex). If a target fails this check, that target takes 4d6 points of damage from flames. If a target passes the check, they halve the damage.</p>						

A high-ranking demon who has fought for many years. The demon's body eventually became imbued with a magical emblem. Some of them are known as demon generals. They are proud veteran warriors who will pay strong opponents the respect they deserve



# Giant Eye

Level

8

Life Force	70	Spell Resistance	21 (2d6+14)	Type	Demon		
Movement	30 (Flying)	Initiative	2d6+2	Intelligence	High	Morale	7

Attack	Tentacle	Type	Close	Range	None		
		Check Score	20 (2d6+13)	Power/Attributes	3d6+5 bludgeoning		

Defense	Dodge	21 (2d6+14)	Block	None	Armor Score	8 (Skin)	

Support Effect	Give 1 boss +2 to spell use checks and 1 additional act on per round. Range: 10m
Special Abilities	<p><b>[Boss]</b> (Leadership 3)</p> <p><b>[Triple Action]</b> Can take 3 actions. It can use any 3 out of the following 6 actions: melee attack, Eerie Ray, Induce Lunacy, Gaze of Magic Sealing, Gaze of Slumber, and Disintegration Ray. It can't use the same action twice.</p> <p><b>[Roundabout Attack]</b> Attacks using tentacles that are unaffected by Parry and apply a -4 penalty to block checks.</p> <p><b>[Eerie Ray]</b> Check score: 23 (2d6+16). All targets in a 30m line make a spell resistance check. If a target fails, they take 8d6 points of mental damage.</p> <p><b>[Eye Crush]</b> When a character deals damage to this monster, they can declare either a melee attack, Induce Lunacy, Eerie Ray, Disintegration Ray, Gaze of Magic Sealing, or Gaze of Slumber. For the rest of this round, this monster cannot use that action. This effect can be stacked up to three times in a single round.</p> <p><b>[Induce Lunacy]</b> Check score: 20 (2d6+14). Use as a main action. All targets within 30m make a spell resistance check (psyche reflex). If a target fails, they become unable to move or take actions.</p> <p><b>[Gaze of Magic Sealing]</b> Check score: 22 (2d6+15). Use as a main action. Directs a cursed glare at one target, chosen at will, within a 100m range. If that target fails a spell resistance check (psyche reflex), they cannot use any spells until the next round.</p> <p><b>[Gaze of Slumber]</b> Check score: 23 (2d6+16). Use as a main action. Directs a slumber-inducing gaze at one target, chosen at will, within a 100m range. If that target fails a spell resistance check (psyche reflex), they fall to the ground and fall asleep. They will not wake up naturally until one hour has passed.</p> <p><b>[Disintegration Ray]</b> Check score: 21 (2d6+14). Use as a main action. Fires a ray of light at one target, chosen at will, within a 100m range. If that target fails a strength resistance check (strength reflex), roll 1d3 and subtract the result from that target's strength. This effect can stack. If a target's strength is lowered to zero or less as a result of this effect, they are obliterated, without even leaving a corpse behind. Each lost point of strength recovers after one day.</p> <p><b>[Magic Vision]</b> This monster's vision suffers no detrimental effects.</p> <p><b>[Flying]</b> Ignores movement obstructions from characters without Flying.</p>

A giant eyeball demon possessing many tentacles. Individuals will vary greatly, having vastly different abilities. Some are even demon generals. Speaking its true name, however, is said to invite terrible misfortune.



## Greater Demon

Level **9**

Life Force	85	Spell Resistance	22 (2d6+15)	Type	Demon		
Movement	45 (Flying)	Initiative	2d6+5	Intelligence	High	Morale	7

Attack	Claws	Type	Close	Range	None		
		Check Score	25 (2d6+18)	Power/Attributes	6d6+3 pierce		

Defense	Dodge	25 (2d6+18)	Block	None	Armor Score	9 (Skin)	
---------	-------	-------------	-------	------	-------------	----------	--

Support Effect	Gives 1 boss +4 to hit checks and spell use checks. Range: 5m						
----------------	---	--	--	--	--	--	--

Special Abilities	<b>[Boss]</b> (Leadership 5)						
	<b>[Double Action]</b> Can perform 2 melee attacks, perform 1 melee attack and use 1 Words of True Power spell, or use Summon Demon. If it attacks twice, it can attack the same target twice or 2 different targets.						
	<b>[Massive]</b> Treat this monster's reach and possible movement obstruction range as 10m.						
	<b>[Words of True Power, 9 levels]</b> Check score: 24 (2d6+17) Spell uses: 6. Firebolt (p. 299), Deflect Missile (p. 295), Fireball (p. 298), Counterspell (p. 285), Lightning (p. 306), Spiderweb (p. 292), Sleep (p. 292), Blizzard (p. 302), Big (p. 298)						
	<b>[Flying]</b> Ignores movement obstructions from characters without Flying.						

A high-ranking demon soldier. They generally have dark-blue skin, massive wings, fangs, and claws. Possessing powerful bodies and strong mana alike, their sheer overwhelming aura means normal people wouldn't even be able to stand looking at them.

## Archdemon

Level **12**

Life Force	200	Spell Resistance	37 (2d6+30)	Type	Demon		
Movement	50 (Flying)	Initiative	2d6+10	Intelligence	High	Morale	8

Attack	Claws	Type	Close	Range	None		
		Check Score	37 (2d6+30)	Power/Attributes	10d6 pierce		

Defense	Dodge	34 (2d6+27)	Block	None	Armor Score	16 (Skin)	
---------	-------	-------------	-------	------	-------------	-----------	--

Support Effect	Gives 1 boss +5 to hit checks, dodge checks, spell use checks, and spell resistance checks. Range: 5m						
----------------	---	--	--	--	--	--	--

Special Abilities	<b>[Boss]</b> (Leadership 10)						
	<b>[Triple Action]</b> Can take 3 actions. It can either perform 3 melee attacks or perform 1 melee attack, use Summon Demon, and use Induce Lunacy (once each). Attack targets can be chosen freely.						
	<b>[Induce Lunacy]</b> Check score: 36 (2d6+29) Use as a main action. All targets within 30m make a spell resistance check (psyche reflex). If a target fails, they become unable to move or take actions.						
	<b>[Massive]</b> Treat this monster's reach and possible movement obstruction range as 10m.						
	<b>[Flying]</b> Ignores movement obstructions from characters without Flying.						

A demonic general—and one of a handful of greater demons who has reached an even higher echelon. Usually, archdemons are the lowest station of demon that get their own individual names.



## MAGICAL CREATURES

Beings created as by-products of ancient magical experiments that move and act through magic. Either shackled by the duties they were once given or having since gone feral, they bare their fangs at adventurers who set foot into labyrinths and ruins. Judging by the fact that they were left in ruins, perhaps these magical creatures were simply failures. However, legends in the Four-Cornered World speak of a mythical iron giant—which people say is one of the god’s playing pieces called a battlemech...and their trump card.

### Gas Cloud

Level **1**

Life Force	11	Spell Resistance	12	Type	Magical Creature		
Movement	5	Initiative	1d6	Intelligence	Command-based	Morale	10
Attack	Ram	Type	Close		Range	None	
		Check Score	12		Power/Attributes	1d6 bludgeoning	
Defense	Dodge	10		Block	None		Armor Score
							2 (Fur)
Support Effect	Gives 1 boss +1 to dodge checks and +1 to armor score. Range: 5m						
Special Abilities	<p><b>[Complete Immunity (Poison, Illness, Mind)]</b> This monster receives no damage or effects from anything with a poison illness, or mental attribute.</p> <p><b>[Exhaust]</b> Whenever any target within 5m suffers fatigue as a result of their attention track, they suffer one extra point.</p> <p><b>[Magic Vision]</b> This monster's vision suffers no detrimental effects.</p>						
A kind of gaseous existence, bound together by mana. It is suffocating if it surrounds you, and sometimes, they contain poison.							



## Creeping Coin

Level **1**

Life Force	7	Spell Resistance	9	Type	Magical Creature		
Movement	5	Initiative	1d6	Intelligence	Command-based	Morale	10

Attack	Fangs	Type	Close	Range	None		
		Check Score	11	Power/Attributes	1d6 pierce		

Defense	Dodge	10	Block	None	Armor Score	3 (Plate)	

Support Effect	Gives 1 boss +1 to their initiative on the next round. Range: 5m						
----------------	--	--	--	--	--	--	--

Special Abilities	<b>[Complete Immunity (Poison, Illness, Mind)]</b> This monster receives no damage or effects from anything with a poison illness, or mental attribute.						
	<b>[Mimicry]</b> Check score: 11 (2d6+4). So long as this creature doesn't move, it is indistinguishable from a regular coin. If a character finds it and fails a sixth sense check (intelligence reflex), they will not be able to detect it as a monster until it takes an action, and thus, they will take a surprise attack.						
	<b>[Magic Vision]</b> This monster's vision suffers no detrimental effects.						

A gold coin that opens like a clam and will bite people with the fangs poking from its edges. It's not known whether this creature was made for defense or was meant as a toy. If you try and put it into your wallet without realizing it, terrible things will happen.

## Dragontooth Warrior

Level **2**

Life Force	20	Spell Resistance	12	Type	Magical Creature		
Movement	10	Initiative	1d6	Intelligence	Command-based	Morale	10

Attack	Weapon	Type	Close	Range	None		
		Check Score	13	Power/Attributes	1d6+1 slash		

Defense	Dodge	12	Block	13 / +2	Armor Score	3 (Armor)	

Support Effect	Gives 1 boss +1 to power and +2 to armor score. Range: 5m						
----------------	---	--	--	--	--	--	--

Special Abilities	<b>[Complete Immunity (Poison, Illness, Mind)]</b> This monster receives no damage or effects from anything with a poison illness, or mental attribute.						
	<b>[Magic Vision]</b> This monster's vision suffers no detrimental effects.						

A soldier with the skull of a dragon, produced by ancestral dragon arts using a dragon's tooth as a catalyst. Created with the spell Dragontooth Warrior (p. 327).



## Blob

Level **2**

Life Force	24	Spell Resistance	13	Type	Magical Creature		
Movement	5	Initiative	1d6-1	Intelligence	Command-based	Morale	8

Attack	Slime	Type	Close	Range	None		
		Check Score	12 (2d6+5)	Power/Attributes	1d3+2 bludgeoning		

Defense	Dodge	11 (2d6+4)	Block	None	Armor Score	0 (Mucus)	

Support Effect	Gives 1 boss +1 to hit checks. Range: 5m						
Special Abilities	<p><b>[Melt]</b> When this monster lands a slime attack, reduce the armor score of any one of the target's armor pieces by 1. This effect stacks, and any piece of armor whose armor score is lowered to 0 because of this effect melts away and is lost. Any armor that has lost at least 1 point of armor score cannot be sold for any more than half its worth.</p> <p><b>[Mucus Body]</b> All bludgeoning damage this monster takes is halved (rounded up)</p> <p><b>[Magic Vision]</b> This monster's vision suffers no detrimental effects.</p>						

To call this a magical creature would be a sweeping generalization, but it doesn't seem like anything from this world. Rumors say this creature may have been called here from beyond the stars. A lump of strongly acidic mucus, it covers its prey's faces, then eats them, multiplying without end.

## Wood Golem

Level **2**

Life Force	16	Spell Resistance	12	Type	Magical Creature		
Movement	15	Initiative	1d6-1	Intelligence	Command-based	Morale	10

Attack	Punch	Type	Close	Range	None		
		Check Score	14	Power/Attributes	1d6 bludgeoning		

Defense	Dodge	14	Block	None	Armor Score	2 (Bark)	

Support Effect	Gives 1 boss +1 to hit checks and +1 to power. Range: 10m						
Special Abilities	<p><b>[Complete Immunity (Poison, Illness, Mind)]</b> This monster receives no damage or effects from anything with a poison, illness, or mental attribute.</p> <p><b>[Grab]</b> The Wood Golem's attacks have Binding Attack (Intermediate).</p> <p><b>[Magic Vision]</b> This monster's vision suffers no detrimental effects.</p>						

A puppet that moves on its own. This golem was made from hard oak trees or chairs or the like. It seems to have been constructed for simple physical labor and is weak to fire.



## Bone Servant

Level **3**

Life Force	26	Spell Resistance	14	Type	Magical Creature		
Movement	14	Initiative	1d6	Intelligence	Command-based	Morale	10

Attack	Weapon	Type	Close	Range	None		
		Check Score	15	Power/Attributes	1d3+8 slash		

Defense	Dodge	12	Block / Block Score	14 / +3	Armor Score	3 (Armor)	
---------	-------	----	---------------------	---------	-------------	-----------	--

Support Effect	Gives 1 boss +3 to power and armor score. Range: 5m						
Special Abilities	<b>[Complete Immunity (Poison, Illness, Mind)]</b> This monster receives no damage or effects from anything with a poison, illness, or mental attribute. <b>[Magic Vision]</b> This monster's vision suffers no detrimental effects.						

A puppet that moves on its own, created from the bones of animals or people. Since it's not a dead person, it warrants caution.

## Spino Dragontooth Warrior

Level **4**

Life Force	30	Spell Resistance	15	Type	Magical Creature		
Movement	15	Initiative	1d6	Intelligence	Command-based	Morale	10

Attack	Weapon	Type	Close	Range	None		
		Check Score	16	Power/Attributes	1d6+4 slash		

Defense	Dodge	14	Block / Block Score	15 / +3	Armor Score	4 (Armor)	
---------	-------	----	---------------------	---------	-------------	-----------	--

Support Effect	Gives 1 boss +3 to hit checks and armor score. Range: 5m						
Special Abilities	<b>[Complete Immunity (Poison, Illness, Mind)]</b> This monster receives no damage or effects from anything with a poison, illness, or mental attribute. <b>[Magic Vision]</b> This monster's vision suffers no detrimental effects.						

A soldier with the skull of a dragon, produced from an ancestral dragon art that uses a dragon's tooth as a catalyst. This one has a powerful body and sharp spines extending from its spinal cord



# Gargoyle

Level 5

Life Force	35	Spell Resistance	16	Type	Magical Creature		
Movement	20 (Flying)	Initiative	1d6	Intelligence	Command-based	Morale	10

Attack	Weapon	Type	Close	Range	None		
		Check Score	16	Power/Attributes	1d6+8 slash		

Defense	Dodge	16	Block	None	Armor Score	7 (Armor)
---------	-------	----	-------	------	-------------	-----------

Support Effect	Gives 1 boss +4 to power and armor score. Range: 5m						
Special Abilities	<p><b>[Complete Immunity (Poison, Illness, Mind)]</b> This monster receives no damage or effects from anything with a poison, illness, or mental attribute.</p> <p><b>[Magic Vision]</b> This monster's vision suffers no detrimental effects.</p> <p><b>[Flying]</b> Ignores movement obstructions from characters without Flying.</p>						

A statue of a monster, placed as a ward against demons or as a rain gutter, that has gotten up and started moving on its own. Somehow, it flies through the sky, then swoops down to attack.

# Stone Golem

Level 6

Life Force	32	Spell Resistance	17	Type	Magical Creature		
Movement	25	Initiative	1d6+1	Intelligence	Command-based	Morale	10

Attack	Strike	Type	Close	Range	None		
		Check Score	19	Power/Attributes	2d6+4 bludgeoning		

Defense	Dodge	19	Block	None	Armor Score	9 (Stone)
---------	-------	----	-------	------	-------------	-----------

Support Effect	Gives 1 boss +3 to hit checks and power. Range: 10m						
Special Abilities	<p><b>[Stone Body]</b> This monster gains +3 to armor score against slash and pierce attacks.</p> <p><b>[Complete Immunity (Poison, Illness, Mind)]</b> This monster receives no damage or effects from anything with a poison, illness, or mental attribute.</p> <p><b>[Magic Vision]</b> This monster's vision suffers no detrimental effects.</p> <p><b>[Pummel]</b> This monster can perform 2 strike attacks. It can attack the same target twice or attack two different targets.</p>						

A giant soldier puppet that moves on its own, created using rock and stone. The hardness of stone golems varies depending on what stone was used for its construction, but their sheer mass is brutal.



## Bao Long Dragontooth Warrior

Level

6

Life Force	40	Spell Resistance	18	Type	Magical Creature		
Movement	20	Initiative	1d6	Intelligence	Command-based	Morale	10

Attack	Weapon	Type	Close	Range	None		
		Check Score	19	Power/Attributes	1d6+7 slash		

Defense	Dodge	16	Block / Block Score	17 / +5	Armor Score	6 (Armor)	
---------	-------	----	---------------------	---------	-------------	-----------	--

Support Effect	Gives 1 boss +4 to hit checks and armor score. Range: 5m						
Special Abilities	<p><b>[Complete Immunity (Poison, Illness, Mind)]</b> This monster receives no damage or effects from anything with a poison, illness, or mental attribute.</p> <p><b>[Magic Vision]</b> This monster's vision suffers no detrimental effects.</p>						

A soldier with the skull of a dragon, produced by an ancestral dragon art using a dragon's tooth as a catalyst. Massive and powerful, they're said to be able to crush even spino dragontooth warriors in one strike.

## Bronze Golem

Level

7

Life Force	50	Spell Resistance	18	Type	Magical Creature		
Movement	15	Initiative	1d6	Intelligence	Command-based	Morale	10

Attack	Strike	Type	Close	Range	None		
		Check Score	20	Power/Attributes	5d6 bludgeoning		

Defense	Dodge	17	Block	None	Armor Score	10 (Bronze)	
---------	-------	----	-------	------	-------------	-------------	--

Support Effect	Gives 1 boss +6 to armor score. Range: 10m						
Special Abilities	<p><b>[Complete Immunity (Poison, Illness, Mind)]</b> This monster receives no damage or effects from anything with a poison, illness, or mental attribute.</p> <p><b>[Bronze Body]</b> This monster gains +4 to armor score against slash and pierce attacks.</p> <p><b>[Magic Vision]</b> This monster's vision suffers no detrimental effects.</p> <p><b>[Deflect Projectiles]</b> This monster gains +4 to dodge checks against attacks from throwing weapons and projectile weapons.</p>						

A huge puppet soldier that moves on its own. It was created using bronze. Newer ones look closer to gold, while older ones are a dull green. They are powerful, but they frequently have weaknesses, like a fuel plug in the heel.



## Iron Golem

Level **8**

Life Force	80	Spell Resistance	19	Type	Magical Creature		
Movement	20	Initiative	1d6	Intelligence	Command-based	Morale	10

Attack	Strike	Type	Close	Range	None		
		Check Score	22	Power/Attributes	6d6 bludgeoning		

Defense	Dodge	19	Block	None	Armor Score	12 (Iron)	

Support Effect	Gives 1 boss +7 to armor score. Range: 5m						
Special Abilities	<p><b>[Complete Immunity (Poison, Illness, Mind)]</b> This monster receives no damage or effects from anything with a poison, illness, or mental attribute.</p> <p><b>[Iron Body]</b> This monster gains +6 to armor score against damage from slash and pierce attacks.</p> <p><b>[Magic Vision]</b> This monster's vision suffers no detrimental effects.</p> <p><b>[Deflect Projectiles]</b> This monster gains +4 to dodge checks against attacks from throwing weapons and projectile weapons.</p>						

A huge puppet soldier made of steel. It sports terrifying physical strength and armor and can fight anywhere, whether land or sea.

## Gigantor

Level **10**

Life Force	130	Spell Resistance	27	Type	Magical Creature		
Movement	25	Initiative	1d6	Intelligence	Command-based	Morale	10

Attack	Strike	Type	Close	Range	None		
		Check Score	26	Power/Attributes	8d6 bludgeoning		

Defense	Dodge	24	Block	None	Armor Score	16 (Armor)	

Support Effect	Gives 1 boss +9 to armor score. Range: 5m						
Special Abilities	<p><b>[Complete Immunity (Poison, Illness, Mind)]</b> This monster receives no damage or effects from anything with a poison, illness, or mental attribute.</p> <p><b>[Massive]</b> Treat this monster's reach and possible movement obstruction range as 10m.</p> <p><b>[Iron Body]</b> This monster gains +6 to armor score against damage from slash and pierce attacks.</p> <p><b>[Flame Immunity]</b> This monster takes no damage or adverse effects whatsoever from flames.</p> <p><b>[Magic Vision]</b> This monster's vision suffers no detrimental effects.</p> <p><b>[Deflect Projectiles]</b> This monster gains +4 to dodge checks against attacks from throwing weapons and projectile weapons.</p>						

A powerful iron giant with all sorts of weapons on its body, also called a fortress of steel. This being is spoken of in legends, and it is said that its power rivals seven whole orders of knights. Moving it surely requires some sort of ritual or conversion.



## VILLAINS

Thieves, bandits, swindlers, robbers... Some of the evildoers in the Four-Cornered World are those with words, or Prayers. They gather followers, attack and deceive people, and reel in their money. There is no end to broke adventurers who end up as villains, which is a constant source of worry for the Adventurers Guild.

### Hoodlum

Level **1**

Life Force	10	Spell Resistance	11	Type	Villain			
Movement	14	Initiative	1d6	Intelligence	Average	Morale	5	
Attack	Crude Weapon	Type	Close		Range	10m (throwable)		
		Check Score	12		Power/Attributes	1d3+1 pierce		
Defense	Dodge	11		Block	None		Armor Score	2 (Armor)
Support Effect	Gives 1 boss +2 to power and armor score. Range: 5m							
Special Abilities	[Skill: Long-Distance Movement (Beginner)]							
Those who couldn't become adventurers or true thieves. Holds a blunt weapon.								

### Harpy

Level **1**

Life Force	10	Spell Resistance	12	Type	Villain			
Movement	10 (Flying)	Initiative	1d6	Intelligence	Average	Morale	4	
Attack	Claws	Type	Close		Range	None		
		Check Score	10		Power/Attributes	1d3+1 slash		
Defense	Dodge	11		Block	None		Armor Score	1 (Down)
Support Effect	Gives 1 boss +5 to movement speed. Range: 5m							
Special Abilities	<b>[Charming Song]</b> Check score: 11 (2d6+4) Use as a main action. All targets within a 30m radius from this monster make a spell resistance check (psyche reflex) at the beginning of their own turn. If a target fails this check, then until the end of the round, they cannot do any harm to this monster and will turn against any who do harm to them. The harpy decides at the beginning of their own turn whether to maintain Charming Song. If they choose to maintain it, they cannot move any farther than 5m and cannot take a main action. The check score for Charming Song must be recalculated each time it is maintained. At this time, if the 2d6 comes up with two 1s, the song ends.							
	<b>[Flying]</b> Ignores movement obstructions from characters without Flying.							
Primal birdfolk who have yet to make contact with civilization. Resembling beautiful men and women with wings for arms, they defend themselves with their talons and songs.								



## Gillman

Level

1

Life Force	13	Spell Resistance	10	Type	Villain		
Movement	13	Initiative	1d6	Intelligence	Average	Morale	5

Attack	Crude Weapon	Type	Close	Range	10m (throwable)		
		Check Score	11	Power/Attributes	1d3+1 slash		

Defense	Dodge	10	Block / Block Score	12 / +2	Armor Score	1 (Skin)	
---------	-------	----	---------------------	---------	-------------	----------	--

Support Effect	Gives 1 boss +2 to power. Range: 5m						
Special Abilities	<b>[Amphibious]</b> This monster suffers no penalties when moving or remaining underwater. <b>[Pack]</b> Treat one ally as a boss, who can be given a support effect. The ally must be a gillman.						

Primal creatures who have yet to make contact with civilization. They look like lizardmen but have their own unique set of values, making communication with them quite difficult.  
Holds a blunt weapon.

## Thief

Level

2

Life Force	15	Spell Resistance	11	Type	Villain		
Movement	16	Initiative	1d6	Intelligence	Average	Morale	6

Attack	Weapon	Type	Close	Range	10m (throwable)		
		Check Score	12	Power/Attributes	1d6+1 slash		

Attack	Stone	Type	Throwing	Range	10m		
		Check Score	13	Power/Attributes	1d3+1 bludgeoning		

Defense	Dodge	12	Block	None	Armor Score	3 (Armor)	
---------	-------	----	-------	------	-------------	-----------	--

Support Effect	Gives 1 boss +2 to hit checks and +1 to power. Range: 5m						
Special Abilities	<b>[Skill: Long-Distance Movement (Beginner)]</b> <b>[Skill: Handiwork (Beginner)]</b>						

A wicked thief who has stained their hands with villainy. They will do anything to steal. They are desperate, because they know the gallows await them.  
Holds a shortsword (p. 356) and a sling (p. 372).



## Bushwhacker

Level **2**

Life Force	18	Spell Resistance	12 (2d6+5)	Type	Villain		
Movement	15	Initiative	2d6+1	Intelligence	Average	Morale	7

Attack	Weapon	Type	Close	Range	10m (throwable)		
		Check Score	13 (2d6+6)	Power/Attributes	1d6+1 slash/pierce		

Defense	Dodge	12 (2d6+5)	Block	None	Armor Score	3 (Armor)	
---------	-------	------------	-------	------	-------------	-----------	--

Support Effect	Gives 1 boss +1 to hit checks and power. Range: 5m						
Special Abilities	<b>[Boss]</b> (Leadership 2) <b>[Shield Knock]</b> Check score, 12 (2d6+5). When a target of a weapon attack performs a block, they make a strength resistance check (strength reflex). If they fail, their shield falls to the ground.						

A vicious robber who attacks people traveling on town roads. Sometimes, they form a band ruffians. Holds a shortsword (p. 356).

## Lizardman

Level **2**

Life Force	17	Spell Resistance	12	Type	Villain		
Movement	10	Initiative	1d6	Intelligence	Average	Morale	6

Attack	Weapon	Type	Close	Range	10m (throwable)		
		Check Score	13	Power/Attributes	1d6+2 slash		

Defense	Dodge	12	Block / Block Score	14 / +2	Armor Score	4 (Armor)	
---------	-------	----	---------------------	---------	-------------	-----------	--

Support Effect	Gives 1 boss +3 to armor score. Range: 5m						
Special Abilities	<b>[Amphibious]</b> This monster suffers no penalties when moving or remaining underwater. <b>[Skill: Darkvision (Beginner)]</b>						

Lizardmen who, for some reason, have turned to the side of Chaos. They will happily indulge in battle. Roll a 1d6. If 1 or 2, holds a macuahuitl (p. 355). If 3 or 4, holds a short spear (p. 361). If 5 or 6, holds bandages (p. 368)



## Cultist

Level **2**

Life Force	15	Spell Resistance	13 (2d6+6)	Type	Villain		
Movement	12	Initiative	2d6	Intelligence	Average	Morale	3

Attack	Staff	Type	Close	Range	10m (Not throwable)		
		Check Score	11 (2d6+4)	Power/Attributes	1d6 bludgeoning		

Defense	Dodge	11 (2d6+4)	Block	None	Armor Score	2 (Clothing)	
---------	-------	------------	-------	------	-------------	--------------	--

Support Effect	Gives 1 boss +1 to spell use checks. Range: 5m						
Special Abilities	<b>[Boss]</b> (Leadership 2) <b>[Miracles, 2 levels]</b> Check score: 13 (2d6+6). Spell uses: 1. Minor Heal (p. 311), Holy Smite (p. 315). <b>[In Tiger's Skin]</b> Gain +3 life force when giving a support effect to a boss.						

People who have joined a cult and were influenced by its teachings. Will never doubt that they are in the right, making persuasion difficult.

## Evil Priest

Level **3**

Life Force	24	Spell Resistance	14 (2d6+7)	Type	Villain		
Movement	19	Initiative	2d6	Intelligence	Average	Morale	7

Attack	Priest's Staff	Type	Close	Range	10m (Not throwable,		
		Check Score	15 (2d6+8)	Power/Attributes	1d3+3 bludgeoning		

Defense	Dodge	14 (2d6+7)	Block	None	Armor Score	4 (Armor)	
---------	-------	------------	-------	------	-------------	-----------	--

Support Effect	Gives 1 boss +3 to spell use checks. Range: 10m						
Special Abilities	<b>[Boss]</b> (Leadership 3) <b>[Miracles, 3 levels]</b> Check score: 14 (2d6+7). Spell uses: 3. Minor Heal (p. 311), Holy Smite (p. 315), Blessing (p. 313) <b>[Skill: Long-Distance Movement (Beginner)]</b>						

One who has been granted miracles by the evil god of their cult. They disseminate their teachings, incite their followers, and concoct schemes.  
Holds a priest's staff (p. 366).



## Runner

Level **3**

Life Force	18	Spell Resistance	14	Type	Villain		
Movement	20	Initiative	1d6+1	Intelligence	Average	Morale	8

Attack	Weapon	Type	Close	Range	10m (throwable)		
		Check Score	14	Power/Attributes	1d6+2 slash/pierce		

Attack	Throwing Weapon	Type	Throwing	Range	20m		
		Check Score	13	Power/Attributes	1d6 pierce		

Defense	Dodge	15	Block	None	Armor Score	3 (Armor)	

Support Effect	Gives 1 boss +3 to their initiative on the next round. Range 5m						
Special Abilities	<p><b>[Poison-Tipped Weapon]</b> Check score: 13 (2d6+6). Any target who takes damage from a weapon or Throwing Weapon attack makes a strength resistance check (strength reflex). If the target fails, their life force is immediately reduced by 1d3 points. This effect is treated as having the poison attribute.</p> <p><b>[Feint]</b> Check score: 13 (2d6+6). Any target hit by this monster's melee attacks must make a sixth sense check (intelligence reflex) before making their defense check. If the target fails, they cannot use Parry effects or make a block check</p>						

A shady outlaw who takes on jobs to kill for money. At this stage, they're just failed adventurers, but more skilled ones do exist.

Holds a shortsword (p. 356) and a dagger (p. 355).

## Enforcer

Level **4**

Life Force	22	Spell Resistance	13 (2d6+5)	Type	Villain		
Movement	17	Initiative	2d6+1	Intelligence	Average	Morale	8

Attack	Weapon	Type	Close	Range	10m (throwable)		
		Check Score	16 (2d6+9)	Power/Attributes	1d6+4 slash/pierce		

Attack	Stone	Type	Throwing	Range	10m		
		Check Score	19 (2d6+12)	Power/Attributes	1d3+2 bludgeoning		

Defense	Dodge	15 (2d6+8)	Block	17 (2d6+10) / +2	Armor Score	3 (Armor)	

Support Effect	Gives 1 boss +2 to hit checks and armor score. Range 5m						
Special Abilities	<p><b>[Boss]</b> (Leadership 3)</p> <p><b>[Skill: Handiwork (Beginner)]</b></p> <p><b>[Skill: Long-Distance Movement (Beginner)]</b></p>						

Someone hired to guard shops and important people. Above-the-table protection jobs are regularly entrusted to adventurers, so these people typically defend the less lawful.

Holds a shortsword (p. 356) and a buckler (p. 382).



## Werewolf

Level **4**

Life Force	26	Spell Resistance	15	Type	Villain		
Movement	18	Initiative	1d6+1	Intelligence	Average	Morale	6

<b>Attack</b>	Fangs	Type	Close	Range	None		
		Check Score	16	Power/Attributes	3d6 slash		

<b>Attack</b>	Claws	Type	Close	Range	None		
		Check Score	17	Power/Attributes	2d6+1 slash		

<b>Defense</b>	Dodge	16	Block	None	Armor Score	2 (Clothing)	

Support Effect	Gives 1 boss +1 to hit checks, dodge checks, power, and armor score. Range: 5m						
Special Abilities	<p><b>[Double Action]</b> Can perform 1 fangs attack and 1 claws attack.</p> <p><b>[Shield Knock]</b> Check score: 16 (2d6+9). When a target of a claws attack performs a block, they make a strength resistance check (strength reflex). If they fail, their shield falls to the ground.</p> <p><b>[Pack]</b> Treat one ally as a boss, who can be given a support effect. The ally must be a werewolf</p> <p><b>[Skill: Darkvision (Beginner)]</b></p>						

A person who has been imbued with a bestial power. After transforming into a werewolf, they attack with sharp fangs and claws. Some claim that those who are bitten turn into werewolves themselves.

## Mercenary

Level **5**

Life Force	28	Spell Resistance	16 (2d6+9)	Type	Villain		
Movement	18	Initiative	2d6	Intelligence	Average	Morale	5

<b>Attack</b>	Weapon	Type	Close	Range	10m (throwable)		
		Check Score	17 (2d6+10)	Power/Attributes	2d6+2 slash/pierce		

<b>Defense</b>	Dodge	18 (2d6+11)	Block / Block Score	20 (2d6+13) / +4	Armor Score	5 (Armor)	

Support Effect	Gives 1 boss +3 to hit checks and armor score. Range: 5m						
Special Abilities	<p><b>[Feint]</b> Check score: 18 (2d6+11) Any target hit by this monster's melee attacks must make a sixth sense check (intelligence reflex) before making their defense check. If the target fails, they cannot use Parry effects or make a block check.</p>						

Hired soldiers used in place of official troops on the battlefield. Some make an honest living doing it, but many turn to thievery in their off time.  
Holds a weapon and a round shield (p. 383).



## Warlock

Level **6**

Life Force	36	Spell Resistance	19 (2d6+12)	Type	Villain		
Movement	18	Initiative	2d6	Intelligence	Average	Morale	5

Attack	Staff	Type	Close	Range	10m (Not throwable)		
		Check Score	17 (2d6+10)	Power/Attributes	2d6+2 bludgeoning		

Defense	Dodge	16 (2d6+9)	Block	None	Armor Score	4 (Armor)	
---------	-------	------------	-------	------	-------------	-----------	--

Support Effect	Gives 1 boss +4 to spell use checks. Range: 10m						
Special Abilities	<b>[Boss]</b> (Leadership 3) <b>[Words of True Power, 6 levels]</b> Check score: 18 (2d6+11) Spell uses: 3. Firebolt (p. 299), Fireball (p. 298), Enchant Fire (p. 284), Spiderweb (p. 292), Sleep (p. 292), Create Goblin (p. 288).						

A sorcerer who uses the magic they've learned for evil purposes. Whether they were always like that or fell to villainy later on is unclear.  
 Holds a garnet staff (p. 366).

## Rover Knight

Level **7**

Life Force	45	Spell Resistance	19 (2d6+12)	Type	Villain		
Movement	22	Initiative	2d6+1	Intelligence	Average	Morale	6

Attack	Weapon	Type	Close	Range	10m (throwable)		
		Check Score	20 (2d6+13)	Power/Attributes	3d6+5 slash		

Attack	Bow	Type	Projectile	Range	60m		
		Check Score	18 (2d6+11)	Power/Attributes	2d6+9 pierce		

Defense	Dodge	18 (2d6+11)	Block / Block Score	20 (2d6+13) / +4	Armor Score	6 (Armor)	
---------	-------	-------------	---------------------	------------------	-------------	-----------	--

Support Effect	Gives 1 boss +3 to hit checks and dodge checks. Range: 5m						
Special Abilities	<b>[Boss]</b> (Leadership 4) <b>[Shield Knock]</b> Check score: 19 (2d6+12). When a target of a weapon attack performs a block, they make a strength resistance check (strength reflex). If they fail, their shield falls to the ground.						

A knight who needs money and has turned to cruder methods to get it. Most of them are low in rank or are simply frauds.  
 Holds one weapon, a short bow (p. 374), a round shield (p. 383), and 1d6 arrows.



## Dark Elf

Level

7

Life Force	42	Spell Resistance	23 (2d6+16)	Type	Villain		
Movement	18	Initiative	2d6+2	Intelligence	Average	Morale	7

Attack	Bow	Type	Projectile	Range	60m		
		Check Score	19 (2d6+12)	Power/Attributes	1d6+10 pierce		

Defense	Dodge	19 (2d6+12)	Block	None	Armor Score	5 (Armor)	

Support Effect	Gives 1 boss +1 to hit checks, dodge checks, spell use checks, spell resistance checks, power, and armor score. Range: 5m						
Special Abilities	<b>[Boss]</b> [Leadership 3] <b>[Spirit Arts, 7 levels]</b> Check score: 19 (2d6+12). Spell uses: 3. Invisible (p. 335) Stone Blast (p. 340), Firebolt (p. 299), Snare (p. 341), Spirit Wall (p. 342), Bind (p. 349), Control Spirit (p. 339). <b>[Spell-Resistant Armor]</b> This monster gains +3 to its armor score against spell-based damage <b>[Skill: Darkvision (Intermediate)]</b>						

A wicked elf who lives underground.

## Conjurer

Level

8

Life Force	72	Spell Resistance	20 (2d6+13)	Type	Villain		
Movement	24	Initiative	2d6+1	Intelligence	Average	Morale	6

Attack	Staff	Type	Close	Range	10m (Not throwable)		
		Check Score	21 (2d6+14)	Power/Attributes	4d6+1		

Defense	Dodge	21 (2d6+14)	Block	None	Armor Score	6 (Armor)	

Support Effect	Gives 1 boss +4 to spell use checks. Range: 10m						
Special Abilities	<b>[Boss]</b> [Leader 4] <b>[Hatred of Heroes]</b> If this monster is a boss, immediately increase the party's fate points by 1 at the beginning of combat. <b>[High-Speed Casting]</b> This monster can use two spells in one round. If it does, the monster takes a -4 to its spell use check for each. <b>[Spirit Arts, 8 levels]</b> Check score: 22 (2d6+15). Spell uses: 4. Power Ball (p. 345), Stone Blast (p. 340), Firebolt (p. 299), Panic (p. 296), Snare (p. 341), Spirit Wall (p. 342), Bind (p. 349), Control Spirit (p. 339).						

A fearsome wizard who has sought powerful magic for their own evil ends and has dipped into the heretical. Of the spells a conjurer can use, they hold high-quality catalysts for any 3 desired ones



## Raver Lord

Level **8**

Life Force	80	Spell Resistance	22 (2d6+15)	Type	Villain		
Movement	24	Initiative	2d6+4	Intelligence	Average	Morale	6

Attack	Weapon	Type	Close	Range	10m (throwable)		
		Check Score	24 (2d6+17)	Power/Attributes	3d6+11 slash		

Attack	Bow	Type	Projectile	Range	60m		
		Check Score	26 (2d6+19)	Power/Attributes	2d6+19 pierce		

Defense	Dodge	24 (2d6+17)	Block / Block Score	26 (2d6+19) / +6	Armor Score	10 (Armor)	
---------	-------	-------------	---------------------	------------------	-------------	------------	--

Support Effect	Gives 1 boss +3 to hit checks, dodge checks, power, and armor score. Range: 5m						
Special Abilities	<b>[Boss]</b> Leadership 5) <b>[Hatred of Heroes]</b> If this monster is a boss, immediately increase the party's fate points by 1 at the beginning of combat. <b>[Shield Knock]</b> Check score: 25 (2d6+18). When a target of a weapon attack performs a block, they make a strength resistance check (strength reflex). If they fail, their shield falls to the ground.						

A knight utterly corrupted by Chaos. May seem pure and upright on the surface but use their status for many an evil purpose behind the scenes.

Holds a weapon, a longbow (p. 375), a tower shield (p. 385), and 2d6 arrows.

## Great Villain

Level **10**

Life Force	100	Spell Resistance	25 (2d6+18)	Type	Villain		
Movement	26	Initiative	2d6+5	Intelligence	Average	Morale	6

Attack	Weapon	Type	Close	Range	10m (throwable)		
		Check Score	27 (2d6+20)	Power/Attributes	6d6+4 slash		

Attack	Bow	Type	Projectile	Range	60m		
		Check Score	29 (2d6+22)	Power/Attributes	7d6+1 pierce		

Defense	Dodge	26 (2d6+19)	Block / Block Score	28 (2d6+21) / +7	Armor Score	11 (Armor)	
---------	-------	-------------	---------------------	------------------	-------------	------------	--

Support Effect	Gives 1 boss +5 to hit checks, dodge checks, power, and armor score. Range: 5m						
Special Abilities	<b>[Boss]</b> [Leadership 5] <b>[Double Action]</b> Can perform 2 melee attacks, or it can perform 1 melee attack and use 1 spirit art. <b>[Hatred of Heroes]</b> If this monster is a boss, immediately increase the party's fate points by 1 at the beginning of combat. <b>[Skill: Binding Attack (Master)]</b> <b>[Skill: Long-Distance Movement (Master)]</b> <b>[Skill: Handiwork (Master)]</b> <b>[Spirit Arts, 10 levels]</b> Check score: 25 (2d6+18). Spell uses: 6. All spirit arts. <b>[Shield Knock]</b> Check score: 28 (2d6+21). When a target of a weapon attack performs a block, they make a strength resistance check (strength reflex). If they fail, their shield falls to the ground.						

An underworld boss or a criminal whose name is known far and wide for their brutality. Most great villains have nicknames connected to their abilities.

Holds a weapon, a longbow (p. 375), a tower shield (p. 385), and 2d6 arrows.



# INDEX

## A

ability scores.....27, 39  
acrobatics checks.....149  
advancement points.....48  
Adventure Sheet.....27, insert  
adventurer level.....48  
adventurer level, increasing.....221  
adventurer skills.....235  
adventures.....520, 538  
adventuring items.....387  
adventuring tools.....388  
ancestral dragon arts.....323, 454  
armor.....51  
armor list.....376  
armor score.....376  
attributes.....194, 353  
attrition track.....30, 45, 177  
attrition track, recovering.....30

## B

base block score.....51  
base dodge score.....51  
base hit score.....55  
baseline scores.....28, 136  
basic score.....27, 39  
bardefield, the.....164  
beginner (also see: skills, mastery grades).....99, 223  
binding.....250  
block checks.....137  
block modifier.....189  
block score.....387  
bosses.....26, 203

## C

cannot parry.....350  
caster, the.....278  
catalysts.....281  
centered on.....278  
characters, growth.....220  
characters, movement.....173  
checks.....27, 122  
checks, chart.....130  
checks, comparing scores.....128  
checks, final scores.....28, 129, 133  
checks, list of.....134  
class levels.....31, 48  
classes.....31, 92  
classes and skills, items related to (table).....102  
classes, acquiring and advancing.....222  
classes, recommended equipment sets for.....103  
classes, spells recommended for.....101  
climb check (fitness).....148  
climb check (muscle).....146  
combat.....164  
combat flowchart.....183  
comfortable locations, safe locations.....200

completed (adventures).....220  
cover, about.....186  
critical failures.....29, 127  
critical hits / critical hit table.....190, 191  
critical successes.....28, 127

## D

damage.....29, 193  
damage determination chart.....197  
damage from spells.....194  
damage from spells, reducing.....196  
damage, applying and fatigue.....198  
damage, determining.....193  
damage, reducing.....195  
decimal calculations.....26  
declare an attempt to flee.....176  
d sabled.....30  
dodge checks.....137, 150, 187  
dodge modifier.....386  
dragon priest.....96  
dwarves (also see: races).....79, 413

## E

earning experience points and advancement points from adventures.....220  
effectiveness score.....28, 129  
elves (also see: races).....76, 414  
encounter (also see: history).....81  
encounter distance, determining.....167  
escape checks.....146  
experience points.....47  
expert (also see: skills, mastery grades).....99, 223

## F

falling damage.....198  
fate points.....32, 160  
fate points, bonus experience from.....163  
fatigue / fatigue rank.....29, 45  
fatigue from not eating.....199  
fatigue from not sleeping.....199  
fatigue from suffocation.....198  
fatigue, recovering from.....199  
fighter.....93  
first aid checks.....150  
first-aid supplies.....388  
free actions.....176  
free actions, details of.....181

## G

general knowledge checks.....154  
general skills.....234

## H

handiwork checks.....151  
heavy.....352  
high-level PCs, creating.....111  
high-level adventurer creation (table).....112

history.....81  
hit checks.....136, 151  
hit modifier.....351  
humans (also see: races).....75, 411

## I

initiative checks.....136  
initiative checks, critical successes and failures.....170  
intelligence.....554  
intelligence endurance (also see: basic scores, ability scores).....43  
intelligence focus (also see: basic scores, ability scores).....43  
intelligence reflex (also see: basic scores, ability scores).....43  
intelligence resistance checks.....144  
intermediate (also see: skills, mastery grades).....99, 223  
items, using.....179

## J

jump checks.....149

## L

legend (also see: skills, mastery grades).....99, 232  
life force.....44  
lizardmen (also see: races).....53, 77  
long-distance movement checks.....156

## M


made for throwing.....351  
magic.....32  
magical equipment.....385  
magical knowledge checks.....154  
main actions.....175  
main actions, details of.....178  
massive.....350  
master (also see: skills, mastery grades).....99, 223  
mastery grades (also see: skills).....98  
melee attacks (also see: weapon attacks).....184  
mercy.....127  
minions.....26, 205  
miracles.....307, 453  
money.....52  
monk.....93  
monster knowledge checks.....153  
morale.....554  
morale checks.....177  
mounted combat.....203  
movement (combat).....173  
movement modifier.....376  
movement obstruction checks.....142  
movement obstruction resistance checks.....143  
movement obstructions.....174



movement speed .....	44	skills, learning and advancing.....	222	<b>V</b>	
movement, penalties from.....	158	skills, recommended for each class.....	100	vision, penalties from poor.....	159
<b>N</b>		slash resistant .....	352	<b>W</b>	
not throwable.....	351	sleep.....	30	water, penalties from being in .....	160
<b>O</b>		sleep, recovering via.....	201	weapon attacks.....	184
observation checks .....	155	Slice .....	352	weapon attacks, defending against.....	187
origin (also see: history) .....	53	sorcerer .....	95	weapon attacks, defense chart.....	192
Overcasting.....	214	special abilities .....	556	weapon list.....	353
<b>P</b>		spell list.....	277	weapons and shields, swapping ....	179, 181
Parry (+ <i>n</i> ) .....	351	spell maintenance.....	215	weapons and shields, throwing.....	186
parry, bonuses from.....	188	spell maintenance checks.....	139	weapons, damage from.....	193
past (also see: history) .....	53	spell maintenance checks, instances		words of true power .....	281, 451
Pierce (+ <i>n</i> ) .....	351	required .....	141	wounds .....	44
pierce resistant .....	353	spell resistance checks.....	216	wounds, recovering from.....	200
possession movement modifier.....	52, 102	spell systems, usage conditions for			
possessions .....	52	each .....	212		
potions, using .....	179	spell use checks .....	138		
power.....	353	spell uses .....	44		
prerequisites (skills).....	225	spell uses, recovering .....	200		
priest.....	95	spell-casting classes, effects of armor			
projectile attacks (also see: weapon attacks)		.....	213		
.....	178	spells.....	32, 211, 277		
prone, getting up from.....	182	spells, casting .....	211		
prone, penalties from being.....	158	spells, learning .....	211		
proper equipment .....	90	spells, resisting .....	216		
provoke checks.....	142	spells, using.....	213		
psyche endurance (also see: basic scores,		spirit arts.....	334, 452		
ability scores) .....	42	status .....	44		
psyche focus (also see: basic scores, ability		status ailments, recovering from .....	202		
scores) .....	42	stealth .....	376		
psyche reflex (also see: basic scores, ability		stealth checks .....	152		
scores) .....	42	strength checks.....	145		
psyche resistance checks .....	144	strength endurance (also see: basic scores,			
<b>R</b>		ability scores) .....	41		
races.....	75	strength focus (also see: basic scores,			
ranges .....	354	ability scores) .....	41		
ranger .....	94	strength reflex (also see: basic scores, ability			
rank .....	225, 468	scores) .....	41		
rank, promotion.....	225	strength resistance checks.....	144		
Rapid Fire (- <i>n</i> ) .....	352	summary of attack and defense .....	190		
reach.....	33	support effects.....	205		
recovery .....	199	surprise attack checks .....	166		
resistance checks .....	160	swim checks .....	148		
rheas (also see: races).....	78, 416	<b>T</b>			
rounds .....	26, 164, 176	target scores .....	28, 124		
<b>S</b>		target scores, guidelines for .....	124		
SB: Bludgeon (+ <i>n</i> ) .....	248	technique endurance (also see: basic scores,			
SB: Slash (+ <i>n</i> ) .....	248	ability scores) .....	42		
scout .....	94	technique focus (also see: basic scores,			
shaman .....	97	ability scores) .....	42		
shield attack.....	186	technique reflex (also see: basic scores,			
shield list.....	381	ability scores) .....	43		
sixth sense checks.....	155	throwable.....	350		
skills.....	48, 98, 232	type.....	278, 353, 376, 381		
		<b>U</b>			
		unconscious .....	30		
		use .....	353		



## Comment from the Original Author



Hey there, it's Kumo Kagyu!

Did you have fun reading *Goblin Slayer TRPG*?

That's how I would *normally* start things off, but things are different this time around. After all, just reading these rules is only half the experience. Invite your friends and try going on an adventure with them. If you go to events like conventions, there will be a lot of people adventuring. Lately, you can find plenty of people playing TRPGs over the internet, too.

It's a brave thing indeed to talk to someone you've never met—as brave as making the time for fun between work or school. It's a veritable adventure all on its own.

A chance meeting with someone new is a fresh journey for the both of you, one that could be unforgettable. You might go on many adventures with them as companions.

Doesn't thinking about it that way get you excited?

It definitely pumped me up. So many people, so many adventures, and memories with friends to last a lifetime.

That was the origin of *Goblin Slayer*.

Obviously, you don't *have* to go questing...but if you do...and if you do so because of *Goblin Slayer TRPG*...it would make me extremely honored and happy.

Please enjoy your adventures with *Goblin Slayer TRPG* to their fullest.

I hope you do, from the bottom of my heart. Now then, let me leave you with these familiar words:

May you always have wonderful adventures in your future.

All right, take the step and turn the page!



## Director's Afterword



Hitoshi Yasuda

Time truly does fly. I've forgotten the exact day we started talking about a TRPG for *Goblin Slayer*. It was probably close to two years ago, in early 2017. GroupSNE's thirtieth anniversary was coming up at the end of September that year, and out of several promising projects that were on the horizon in the following year, *Goblin Slayer* was slated to get an anime adaptation. I remember that being why we decided the timing was right for this TRPG. Once the decision was made, we put all our energy into it, but it still took a lot more than we'd expected.

That's rather natural for this kind of thing, however.

Kumo Kagyu put a lot of work into the game as well, and I don't just mean making it accurate to the novels. He's very passionate about computer RPGs, and that carried over to tabletop RPGs and game books. We were very pleased he was a regular reader of SNE's game books, but his love for the genre goes above and beyond.

We had some pretty powerful members of our own, including Tadaaki Kawahito from *Sword World*. Sometimes, we hit the bull's-eye right away, but we also had to redo certain things he was picky about. Fortunately, Kumo-san seems to never tire out, and we were lucky enough to get him to write much more about the Four-Cornered World that hadn't been described in the original novels. When all was said and done, we ended up with a huge book that was hundreds of pages long.

Thus, we were able to throw all our past RPG know-how plus some new ideas into the wonderful work Kumo-san has created. The ultimate result is the *Goblin Slayer TRPG* you hold in your hands now. We hope fans will have many sessions of fun with it. Play to your heart's content, adventurers!



# GOBLIN SLAYER TABLETOP RPG

## *Staff*



Original Work

**Kumo Kagyū**

Director

**Hitoshi Yasuda**

Game Design

**Tadaaki Kawahito**

World Design

**Kumo Kagyū**

Data Creation

**Tadaaki Kawahito / Takeo Sugiura / Koji Tanaka / Tatsumi Ryu**

Adventure Creation

**Show Tomono**

Development

**GroupSNE**

Cover/Book Illustrations

**Noboru Kannatuki**

Short Story Illustrations

**Kanino Nika**

Map Design

**2C**

Design

**Yukari Watanabe / Akiko Yukawa**

Cover Design

**AFTERGLOW**

Planning

**Kimiaki Sato**

Editing

**Takanori Sugiura**

Sales

**Yusuke Ueta**